

**AD-A240 854**



Technical Report

1

**A COMPREHENSIVE TASK ANALYSIS OF THE AH-64 MISSION WITH  
CREW WORKLOAD ESTIMATES AND PRELIMINARY DECISION RULES  
FOR DEVELOPING AN AH-64 WORKLOAD PREDICTION MODEL**

Volume III : Appendixes F - G

**DTIC**  
**ELECTE**  
**S D D**  
**SEP 25 1991**

PREPARED FOR:  
U.S. ARMY RESEARCH INSTITUTE  
AVIATION RESEARCH AND DEVELOPMENT ACTIVITY  
FORT RUCKER, ALABAMA

This document has been approved  
for public release and sale; its  
distribution is unlimited.

October 1956

**91-11400**



PREPARED BY:



**ANACAPA SCIENCES, INC.**  
**MILITARY PROGRAMS**

P. O. BOX 489  
FT. RUCKER, ALABAMA 36362  
(205) 598-6326

9 1 9 24 058

Technical Report

A COMPREHENSIVE TASK ANALYSIS OF THE AH-64 MISSION WITH  
CREW WORKLOAD ESTIMATES AND PRELIMINARY RULES FOR  
DEVELOPING AN AH-64 WORKLOAD PREDICTION MODEL

Volume III: APPENDIXES F AND G

Prepared by:  
Sandra M. Szabo  
and  
Carl R. Bierbaum  
Anacapa Sciences, Inc.  
Fort Rucker, Alabama

Prepared for:  
U.S. Army Research Institute  
Aviation Research and Development Activity  
Fort Rucker, Alabama



Accession For	
NTIS CRA&I	
DTIC TAB	
Unannounced	
Justification	
By	
Distribution/	
Availability Codes	
Dist	Avail and for Special
A-1	

October 1986

UNCLASSIFIED

SECURITY CLASSIFICATION OF THIS PAGE

## REPORT DOCUMENTATION PAGE

Form Approved  
OMB No. 0704-0188

1a. REPORT SECURITY CLASSIFICATION Unclassified			1b. RESTRICTIVE MARKINGS		
2a. SECURITY CLASSIFICATION AUTHORITY			3. DISTRIBUTION/AVAILABILITY OF REPORT Approved for public release; distribution is unlimited.		
2b. DECLASSIFICATION/DOWNGRADING SCHEDULE					
4. PERFORMING ORGANIZATION REPORT NUMBER(S) ASI678-204-86			5. MONITORING ORGANIZATION REPORT NUMBER(S)		
6a. NAME OF PERFORMING ORGANIZATION Anacapa Sciences, Inc	6b. OFFICE SYMBOL (if applicable)	7a. NAME OF MONITORING ORGANIZATION USARI Aviation R&D Activity			
6c. ADDRESS (City, State, and ZIP Code) P.O. Box 489 Fort Rucker, AL 36362-5000		7b. ADDRESS (City, State, and ZIP Code) ATTN: PERI-IR Fort Rucker, AL 36362-5354			
8a. NAME OF FUNDING/SPONSORING ORGANIZATION US Army Research Institute	8b. OFFICE SYMBOL (if applicable) PERI	9. PROCUREMENT INSTRUMENT IDENTIFICATION NUMBER MDA903-86-C-0055			
8c. ADDRESS (City, State, and ZIP Code) 5001 Eisenhower Avenue Alexandria, VA 22333-5600		10. SOURCE OF FUNDING NUMBERS			
		PROGRAM ELEMENT NO. 63739A	PROJECT NO. 793	TASK NO. 132	WORK UNIT ACCESSION NO. C1
11. TITLE (Include Security Classification) A Comprehensive Task Analysis of the AH-64 Mission With Crew Workload Estimates and Preliminary Decision Rules for Developing an AH-64 Workload Prediction Model--Vol III					
12. PERSONAL AUTHOR(S) SZABO, Sandra M.; BIERBAUM, Carl R.					
13a. TYPE OF REPORT Interim	13b. TIME COVERED FROM 10/85 TO 10/86	14. DATE OF REPORT (Year, Month, Day)		15. PAGE COUNT 437	
16. SUPPLEMENTARY NOTATION All research on this project was technically monitored by Mr. Charles A. Gainer, Chief, US Army Research Institute Aviation Research and Development Activity (ARIARDA), Fort Rucker, AL.					
17. COSATI CODES			18. SUBJECT TERMS (Continue on reverse if necessary and identify by block number)		
FIELD 05	GROUP 08	SUB-GROUP	Mission Analysis, Sensory Workload, Human Engineering, Function Analysis, Cognitive Workload, System Design, Task Analysis, Psychomotor Workload, AH-64 Aircraft, Aviator Proficiency, Modeling		
19. ABSTRACT (Continue on reverse if necessary and identify by block number) → A composite scenario was used to conduct a comprehensive task analysis of the AH-64 attack mission. The analysis used a top-down approach to identify the phases, segments, functions, and tasks for the mission. Seven phases, 49 segments, 153 functions, and 653 tasks were identified. The crewmember performing each task was identified and estimates of the sensory, cognitive, and psychomotor workload associated with the tasks were derived. Estimates of the duration of each task also were derived. The mission/task analysis data will be used to develop a computer model of workload for AH-64A crewmembers. The model will use a bottom-up approach to build mission functions from tasks and mission segments from functions. Decision rules were written to specify the procedure for combining the tasks into functions and the functions into segments. The model will permit an analysis of total workload experienced by each crewmember in the performance of both sequential and concurrent tasks. (25) * Cognition, * Flight crews, * Psychomotor tests,					
20. DISTRIBUTION/AVAILABILITY OF ABSTRACT <input type="checkbox"/> UNCLASSIFIED/UNLIMITED <input checked="" type="checkbox"/> SAME AS RPT. <input type="checkbox"/> DTIC USERS			21. ABSTRACT SECURITY CLASSIFICATION		
22a. NAME OF RESPONSIBLE INDIVIDUAL Charles A. Gainer			22b. TELEPHONE (Include Area Code) (205) 255-4404	22c. OFFICE SYMBOL PERI-IR	

A COMPREHENSIVE TASK ANALYSIS OF THE AH-64 MISSION WITH  
CREW WORKLOAD ESTIMATES AND PRELIMINARY DECISION RULES  
FOR DEVELOPING AN AH-64 WORKLOAD PREDICTION MODEL

Volume III: Appendixes F and G

CONTENTS

---

	Page
APPENDIX F: FUNCTION SUMMARY WORKSHEETS . . . . .	F-1
APPENDIX G: FUNCTION DECISION RULES WORKSHEETS . . . . .	G-1

**A P P E N D I X F**

**FUNCTION SUMMARY WORKSHEETS**

# FUNCTION SUMMARY WORKSHEET

FUNCTION 001 Acquire Target (DTV)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Check SIGHT SEL Switch (G) (538)	Manipulate MAN TKR Thumbwheel (392)
			Detected Feature (227)	
			Align Reticle on Feature (511)	
			Set FOV Switch (253)	
			Align Reticle on Feature (511)	
			Set FOV Switch (253)	
			Align Reticle on Feature (511)	
			Identify Target (578)	
			Pull Laser Trigger (361)	
			Release Laser Trigger (362)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 002 Acquire Target (DTV, Laser Spot Tracker, Automatic)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check SIGHT SEL Switch (G) (538)		
			Set LT Switch (377)		
			Check AND Display (Search) (047)		
			Check AND Display (Tracking) (048)		
			Set FOV Switch (253)		
			Identify Target (578)		
			Set LT Switch (377)		
			Pull Laser Trigger (361)		
			Release Laser Trigger (362)		
					Monitor TADS AUTO Search (558)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 003      Acquire Target (DTV, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check SIGHT SEL Switch (G) (538) Set LT Switch (377)		Manipulate MAN TKR Thumbwheel (392)
			Check AND Display (Tracking) (048)		
			Set FOV Switch (253)		
			Identify Target (578)		
			Set LT Switch (377)		
			Pull Laser Trigger (361)		
			Release Laser Trigger (362)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 004 Acquire Target (DVO)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check SIGHT SEL Switch (G) (538)	
			Detect Feature (227)	
			Align Reticle on Feature (511)	
			Set FOV Switch (253)	
			Align Reticle on Feature (511)	
			Identify Target (578)	
			Pull Laser Trigger (361)	
			Release Laser Trigger (362)	
				Manipulate MAN TKR Thumbwheel (392)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 005    Acquire Target (DVO, Laser Spot Tracker, Automatic)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check SIGHT SEL Switch (G) (538)	
			Set LT Switch (377)	
			Check AND Display (Search) (047)	
			Check AND Display (Tracking) (048)	
			Set FOV Switch (253)	
			Identify Target (578)	
			Set LT Switch (377)	
			Pull Laser Trigger (361)	
			Release Laser Trigger (362)	
				Monitor TADS AUTO Search (558)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 006 Acquire Target (DVO, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check SIGHT SEL Switch (G) (538) Set LT Switch (377)		Manipulate MAN TKR Thumbwheel (392)
			Check AND Display (Tracking) (048)		
			Set FOV Switch (253)		
			Identify Target (578)		
			Set LT Switch (377)		
			Pull Laser Trigger (361)		
			Release Laser Trigger (362)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 007 Acquire Target (FLIR)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check SIGHT SEL Switch (G) (538)	
			Detected Feature (227)	
			Align Reticle on Feature (511)	
			Set FOV Switch (253)	
			Align Reticle on Feature (511)	
			Set FOV Switch (253)	
			Align Reticle on Feature (511)	
			Set FOV Switch (253)	
			Align Reticle on Feature (511)	
			Identify Target (578)	
			Continued...	
				Manipulate MAN TKR Thumbwheel (392)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 007    Acquire Target (FLIR) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Pull Laser Trigger (361)  Release Laser Trigger (362)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 008 Acquire Target (FLIR, Laser Spot Tracker, Automatic)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check SIGHT SEL Switch (G) (538)	
			Set LT Switch (377)	
			Check AND Display (Search) (047)	
			Check AND Display (Tracking) (048)	
			Set FOV Switch (253)	
			Identify Target (578)	
			Set LT Switch (377)	
			Pull Laser Trigger (361)	
			Release Laser Trigger (362)	
				Monitor TADS AUTO Search (558)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 009      Acquire Target (FLIR, Laser Spot Tracker, Manual)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check SIGHT SEL Switch (G) (538) Set LT Switch (377)	
			Check AND Display (Tracking) (048) Set FOV Switch (253) Identify Target (578) Set LT Switch (377) Pull Laser Trigger (361) Release Laser Trigger (362)	Manipulate MAN TKR Thumbwheel (392)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 010      Activate Ignition

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Insert Ignition Key (327)  Turn Ignition Key (328)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 011 Adjust IHADSS Bore-sight (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set SIGHT SEL Switch (G) (539)	
			Set IHADSS BRSIT Switch (332)	
			Adjust BRU Intensity (089)	
			Align HMD Reticle (315)	
			Set HMD BRSIT Switch (314)	
			Set IHADSS BRSIT Switch (332)	
			Adjust INST Lights (350)	
			Set GS Switch (284)	
			Adjust IHADSS Display Brightness/Contrast (333)	
			Set VID SEL Switch (631)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 012 Adjust IHADSS Boreight (Pilot)

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Set SIGHT SEL Switch (P) (541)						
Set IHADSS BRSIT Switch (332)						
Adjust BRU Intensity (089)						
Align HMD Reticle (315)						
Set HMD BRSIT Switch (314)						
Set IHADSS BRSIT Switch (332)						
Adjust INST Lights (350)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 013 Adjust Outfront Boresight

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Position Aircraft Toward Target (030)			Enter Range to Boresight Target (492)	
			Set Sensor Select Switch (536)	
			Set FOV Switch (253)	
			Detect Boresight Target (085)	
			Adjust FLIR Level/ Gain (246)	
			Set IAT Switch (323)	
			Set Sensor Select Switch (536)	
			Check Reticle Alignment on Light Source (509)	
			Set TADS BRSIT Switch (560)	
			Continued...	

PAGE LEFT BLANK PER TELECON BARBARA MORRING  
PERI-I-IR

10/31/91 DC

F-16

# FUNCTION SUMMARY WORKSHEET

FUNCTION 014 Arrange Cockpit (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Position Canopy Door (053)	
			Check Loose Equipment (366)	
			Adjust Seat Position (533)	
			Adjust Restraint Harness (506)	
			Check Inertial Reel Lock (343)	
			Set Pedal Adjustment Lever (677)	
			Adjust Pedals (456)	
			Set Pedal Adjustment Lever (677)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 015 Arrange Cockpit (Pilot)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Position Canopy Door (093)			
Check Loose Equipment (366)			
Adjust Seat Position (533)			
Adjust Restraint Harness (506)			
Check Inertial Reel Lock (343)			
Set Pedal Adjustment Lever (677)			
Adjust Pedals (456)			
Set Pedal Adjustment Lever (677)			
Set Park Brake (455)			
Set Brake Lever (658)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 016 Change Battle Position

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set Flight Mode Symbology Switch (244)				
Check % Torque Indicator (Inflight) (688)				
Increase Power (679)				
Check % Torque Indicator (Inflight) (688)				
	Control Altitude (065)			
	Check Altitude Indicator (Inflight) (655)			
	Control Altitude (035)			
	Check Airspeed Indicator (Inflight) (654)			
	Control Airspeed (031)			
	Check % Torque Indicator (Inflight) (688)			
	Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 016 Change Battle Position [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Adjust Power (466) Check Heading Indicator (Infight) (663) Adjust Heading (304) Check Trim Ball (Infight) (685) Adjust Trim (600)				

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 017 Check Aircraft Systems (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check Engine Instruments (211) Check Flight Instruments (242) Check MASTER CAUTION/WARNING Panel (398) Check Fuel Quantity Indicator (Internal) (268)		

## FUNCTION 018 Check Aircraft Systems (Pilot)

F-22

# FUNCTION SUMMARY WORKSHEET

FUNCTION 019 Check Area Security (Sensor Search)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check SIGHT SEL Switch (G) (538) Set Sensor Select Switch (536) Set FOV Switch (253)		Manipulate MAN TKR Thumbwheel (392) Verify Area Secure (G) (063)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 020 Check Area Security (Visual Search)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
		Perform Visual Search (637) Verify Area Secure (P) (657)			

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 021 Check Armament Subsystems (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check CPG ARM Switch (131)	
			Check RKT SEL Switch (514)	
			Check GUN SEL Switch (287)	
			Check MSL SEL Switch (424)	
			Check LSR SEL Switch (373)	
			Check PLT/GND ORIDE Switch (461)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 022 Check Armament Subsystems (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check MASTER A/M Switch (396)				
Check RKT SEL Switch (514)				
Check GUN SEL Switch (287)				
Check MSL SEL Switch (424)				
Check STORES JETT Switch (556)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 023 Check Cockpit Conditions (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check First Aid Kit (240) Check Seat Cushions (532) Check Restraint Harness (507) Check Canopy (090) Check Loose Equipment (366) Check Publications (476)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 024 Check Cockpit Conditions (Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check First Aid Kit (240) Check Seat Cushions (532) Check Restraint Harness (507) Check Canopy (090) Check Loose Equipment (366) Check Publications/Logbook (477)					

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 025 Check Collective Switches (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check Night Vision Switch (429)		
			Check BRSIT HMD/ Polarity Switch (087)		
			Check Searchlight Switch (531)		
			Set Collective Friction (121)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 026 Check Collective Switches (Pilot)

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check Night Vision Switch (429)						
Check BRSTT HMD/ Polarity Switch (087)						
Check Searchlight Switch (531)						
Set Collective Friction (121)						

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 027 Check Engine 1 ECU Lockout System

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set ENG 1 PWR Lever (182)				
Check ENG 1 NP/NGNR (177)				
Adjust ENG 1 PWR Lever (180)				
Check ENG 1 NP/NGNR (177)				
Adjust ENG 1 PWR Lever (180)				
Set ENG 1 PWR Lever (182)				
Set ENG 1 PWR Lever (182)				
Check ENG 1 NP (176)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 926 Check Engine 2 ECU Lockout System

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set ENG 2 PWR Lever (197)					
Check ENG 2 NP/NGNR (193)					
Adjust ENG 2 PWR Lever (196)					
Check ENG 2 NP/NGNR (193)					
Adjust ENG 2 PWR Lever (196)					
Set ENG 2 PWR Lever (197)					
Set ENG 2 PWR Lever (197)					
Check ENG 2 NP (192)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 029 Check Engine Chop Circuit

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Move Slide Collar on Collective (545)			
Check NP and NG (434)			
Check ENG CHOP Light (203)			
Reset MASTER CAUTION/WARNING Panel Lights (399)			
Set PWR Levers (479)			
Move Slide Collar on Collective (545)			
Check ENG CHOP Light (203)			
Set PWR Levers (479)			
Check NP and NR (435)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 030 Check Fuel Sample

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Collect Fuel Sample (262) Inspect Fuel Sample (270)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 031 Check Helmet (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Don Helmet (312) Connect Helmet (310) Position HADSS (330)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 032 Check Helmet (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Don Helmet (312) Connect Helmet (310) Position HADSS (330)				

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 033 Check Instrument Panel (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Position CANOPY JETT Pin (098)	
			Check SIGHT SEL Switch (G) (538)	
			Set ACQ SEL Switch (G) (006)	
			Check MUX Switch (426)	
			Check FCC/MUX Switch (225)	
			Check IHADSS BRSIT Switch (331)	
			Check TADS BRSIT Switch (559)	
			Check LSR MSL CCM Switch (372)	
			Check PLT/GND ORIDE Switch (461)	
			Check LRF/D CCM Switch (369)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 033 Check Instrument Panel (Gunner) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check FC SYM GEN Switch (223)	
			Check IHADSS Switch (336)	
			Check TADS Switch (553)	
			Check Engine Instruments (Condition) (212)	
			Check Airspeed Indicator (032)	
			Check Remote Altitude Indicator (502)	
			Check Radio Magnetic Indicator (491)	
			Set Altimeter (034)	
			Check Vertical Speed Indicator (623)	
			Set Clock (118)	
			Check LT Switch (376)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 034 Check Instrument Panel (Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check TAIL WHEEL Switch (572)					
Position CANOPY JETT Pin (098)					
Check SIGHT SEL Switch (P) (540)					
Check ACQ SEL Switch (P) (008)					
Check VID SEL Switch (P) (632)					
Check ACM Switch (004)					
Check PNVIS Switch (464)					
Check IHADSS BRSIT Switch (331)					
Check Engine Instruments (Condition) (212)					
Continued...					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 034 Check Instrument Panel (Pilot) (Continued)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Magnetic Compass (382)			
Check BRU (088)			
Set Instrument Test Panel Light Switch (352)			
Set Instrument Test Panel Brightness (351)			
Check Airspeed Indicator (032)			
Check Standby Attitude Indicator (548)			
Check VDU Control Switch (621)			
Check Turn and Slip Indicator (602)			
Check RAD ALT Switches (485)			
Set Altimeter (034)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 034 Check Instrument Panel (Pilot) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Vertical Speed Indicator (623)				
Check Horizontal Situation Indicator (HS) Knobs (316)				
Check Radar Jamming Control Switch (487)				
Check Infrared Jamming Control Switch (344)				
Check Chaff Dispenser Arm Switch (103)				
Set Chaff Dispenser Control Switch (105)				
Set Chaff Counter (102)				
Set Clock (118)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 034 Check Instrument Panel (Pilot) (Continued)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set Accelerometer (001)				
Check HARS Control Switch (301)				
Check EMER HYD PWR Switch (P) (168)				
Set COMML Control Panel Volume Switch (122)				
Set Receiver Selector Volume Switches (497)				
Set Transmitter Selector Switch (597)				
Set ICS Switch (324)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 035 Check Left Control Console (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check Circuit Breakers (G) (110)	
			Check Utility Light (618)	
			Check Floodlight Switch (248)	
			Check INST Light Switch (348)	
			Set L CSL Light Switch (358)	
			Set R CSL Light Switch (483)	
			Check Fuel ORIDE Switch (264)	
			Check Fuel TRANS Switch (272)	
			Check Fuel BOOST Switch (260)	
			Check Fuel TK SEL Switch (271)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 035 Check Left Control Console (Gunner) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check PWR Levers (478)		
			Check EMER HYD PWR Switch (G) (167)		
			Check BAT OVRD Switch (074)		
			Check TADS/PNVS Anti-ice Switch (565)		
			Check Windshield Wiper Switch (G) (648)		
			Check STBY FAN Switch (555)		
			Check ADSS Switch (013)		
			Check Video Recorder Control Switch (634)		
			Check Video Recorder Mode Switch (635)		
			Continued...		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 035 Check Left Control Console (Gunner) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check Video Recorder Play Switch (636)	
			Check Missile Type Switch (420)	
			Check Missile Mode Switch (418)	
			Check Missile Control Switch (415)	
			Check DEK Data Entry Selector Switch (141)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 036 Check Left Control Console (Pilot)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Auxiliary Vent Handle (067)			
Check Entry Light (618)			
Check OAT Gauge (436)			
Check Windshield Wiper Switch (P) (649)			
Check Pilot Tubes Anti-ice Switch (460)			
Check TADS/PNVS Anti-ice Switch (565)			
Check ENG INLET Anti-ice Switch (204)			
Check Main and Tail Rotor Anti-ice Switch (383)			
Check Anti-ice Control Switch (050)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 036 Check Left Control Console (Pilot) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Anti-Ice Test Switch (051)				
Check Canopy Heater Switch (096)				
Check Canopy Defogger Switch (091)				
Check Formation Light Switch (250)				
Check Navigation Light Switch (428)				
Check Anticollision Light Switch (049)				
Check INST Light Switch (348)				
Check Floodlight Switch (248)				
Set L CSL Light Switch (358)				
Set RCTR CSL Light Switch (495)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 036 Check Left Control Console (Pilot) (Continued)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check EXT TK Fuel Switch (219)				
Check Fuel TRANS Switch (272)				
Check Fuel BOOST Switch (260)				
Check Fuel CROSSFEED Switch (262)				
Set ENG 1 FUEL Switch (172)				
Set ENG 2 FUEL Switch (188)				
Check PWR Levers Travel (480)				
Check PWR Levers (478)				
Check ENG 1 START Switch (183)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 036 Check Left Control Console (Pilot) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check ENG 2 START Switch (198)				
Check MASTER IGN Switch (400)				
Check RTR BK Switch (527)				
Check GEN 1 Switch (273)				
Check GEN 2 Switch (276)				
Check BATT/EXT PWR Switch (075)				
Check STORES JETT Switch (556)				
Check Rocket Zone Inventory (521)				
Check ENCU Switch (170)				
Set FAN Switch (222)				
Set TEMP Switch (584)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 037 Check Left Side - Fuselage and Nose

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Canopy Glass (095)			
Position External Canopy Pin (220)			
Check OAT Gauge Extension (437)			
Check Static Port (554)			
Check Main Landing Gear (384)			
Check Static Ground Cable (553)			
Check Avionics Bay (068)			
Check Radar Warning Antenna (490)			
Check TADS/FNVS Turret (566)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 038 Check Left Side - Mast

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Main Transmission Oil (387)				
Check Main Transmission Filter Button (386)				
Check Nose Gear Box Oil (432)				
Check Nose Gear Box Oil Cap (433)				
Check Nose Gear Box Filter Button (431)				
Check Nose Gear Box Cowling (430)				
Check Engine Inlet (208)				
Position Engine Cowling (206)				
Check Engine Oil Level (216)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 038 Check Left Side - Mast [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Oil Filter Buttons (442)				
Check Fuel Filter Buttons (263)				
Position Engine Cowling (206)				
Check Upper Flight Controls and Swashplate (611)				
Check Main Rotor Head and Blades (365)				
Check Blade and Pitch Link (082)				
Check Retaining Pins (508)				
Check Air Data Sensor (018)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 030 Check Left Side - Rear Fuselage

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check Empennage (169)					
Check Tail Rotor Controls (569)					
Check Tail Rotor Hub (570)					
Check Tail Rotor Blades (568)					
Check Stabilator (546)					
Check Alt Tailboom (017)					
Check Transmission Deck Catwalk Doors (596)					
Check Equipment Storage Compartment (217)					
Check IR Suppressor/Engine Exhaust (353)					
Continued...					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 039 Check Left Side - Rear Fuselage (Continued)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check All Storage Bay (016)				
Check Nacelle Fire Louvers (427)				
Check Fire Extinguisher Disc (237)				
Check Ammunition Bay Access (039)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 040 Check Left Side - Wing

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check Wing (850)						
Check Wing Anticollision Light (651)						
Check Wing Navigation Light (653)						
Check Wing Formation Light (652)						
Check Pilot Tube (459)						
Check Pytons (482)						
Check HELLFIRE Launcher ARM/SAFE Switch (307)						
Check HELLFIRE Launcher Mounting (308)						
Check HELLFIRE Electrical Connector (306)						
Continued						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 040 Check Left Side - Wing [Continued]

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check HELLFIRE Missile Installation (309)					
Check Rockets Launcher Mounting (526)					
Check Rockets Electrical Connector (522)					
Check Rockets Launcher (525)					
Check Rockets Installation (524)					
Check Rockets Igniter Arms (523)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 041 Check Overhead Panel

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check EDGE LT Panel Switch (162) Check Circuit Breakers (P) (111)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 042 Check Flight Control Console (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Set COMM Control Panel Volume Switch (122) Set Receiver Selector Volume Switches (497) Set Transmitter Selector Switch (597) Set ICS Switch (324) Check VHF Control Switch (624) Check Doppler Mode Switch (155) Check KY58 Power Switch (356)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 043 Check Flight Control Console (Pilot)

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check KY58 Power Switch (356)					
Check UHF Control Switch (804)					
Check VHF Control Switch (624)					
Check KY28 Power Switch (354)					
Check Transponder Control Switch (598)					
Check ADF Control Switch (010)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 044 Check Right Side - Mast

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check Main Transmission Oil (387)						
Check Main Transmission Filter Button (386)						
Check Nose Gear Box Oil (432)						
Check Nose Gear Box Oil Cap (433)						
Check Nose Gear Box Filter Button (431)						
Check Nose Gear Box Cowling (430)						
Check Engine Inlet (208)						
Position Engine Cowling (206)						
Check Engine Oil Level (216)						
Continued...						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 044 Check Right Side - Mast [Continued]

	PILOT		GUNNER	
	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)
Check Oil Filter Buttons (442)				
Check Fuel Filter Buttons (263)				
Position Engine Cooling (206)				
Check Upper Flight Controls and Swashplate (611)				
Check Main Rotor Head and Blades (385)				
Check Blade and Pitch Link (082)				
Check Strap Assembly (557)				
Check Retaining Pins (508)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 045 Check Flight Side - Rear Fuselage

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check Nacelle Fire Louvers (427)					
Check APU Oil Level (059)					
Check APU Oil Access Door (058)					
Check Alt Gravity Fuel Cap (015)					
Check Avionics Bay (068)					
Set Chaff Salvo Count (106)					
Set Chaff Salvo Interval (107)					
Set Chaff Burst Count (100)					
Set Chaff Burst Interval (101)					
Check Avionics Bay Door (069)					
Continued					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 045 Check Flight Side - Rear Fuselage [Continued]

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check APU Exhaust (055)					
Check IR Suppressor/Engine Exhaust (353)					
Check Utility Hydraulic Accumulator (617)					
Check Equipment Storage Compartment (2:7)					
Check External Power Receptacle (221)					
Check Belly Antennas (081)					
Check Air Tailboom (017)					
Check Empennage (169)					
Check Stabilator (546)					
Continued...					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 045 Check Right Side - Rear Fuselage (Continued)

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check Tail Landing Gear (567)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 046 Check Right Side - Under Fuselage

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Gun Mounting (286)				
Check Feed Chute (229)				
Check Searchlight (530)				
Check Radar Warning Antenna (490)				
Check Avionics Bay (068)				
Set Gun Burst Limits (285)				
Check Static Port (554)				
Check Main Landing Gear (384)				
Check Fire Extinguisher (236)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 046 Check Right Side - Under Fuselage (Continued)

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check Refueling Level Control Valves (500)						
Check Refueling Valve (501)						
Check Fuel Quantity Indicator (External) (267)						
Check Refueling Access Door (499)						
Check Forward Gravity Fuel Cap (251)						
Check Single Point Fuel Access (543)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 047 Check Flight Side - Wing

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check Wing (650)					
Check Pylons (482)					
Check HELLFIRE Launcher ARM/SAFE Switch (307)					
Check HELLFIRE Launcher Mounting (308)					
Check HELLFIRE Electrical Connector (306)					
Check HELLFIRE Missile Installation (309)					
Check Rockets Launcher Mounting (526)					
Check Rockets Electrical Connector (522)					
Continued					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 047 Check Right Side - Wing [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Rockets Launcher (525)				
Check Rockets Installation (524)				
Check Rockets Igniter Arms (523)				
Check Pilot Tube (459)				
Check Wing Anticollision Light (651)				
Check Wing Navigation Light (653)				
Check Wing Formation Light (652)				
Check Ammunition Bay Access (039)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 048 Check Security Devices

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check Aircraft Covers (021) Check Locking Devices (365) Check Tie-downs (590) Check Grounding Cables (283) Check Pylon Safety Pins (481)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 049 Complete TAMMIS Forms

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Record Flight Hours (241) Record Maintenance Requirements (390)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 050      Compute Fuel Burn Rate

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Note Fuel Quantity (660) Note Time (694) Compute Fuel Consumption Rate (659)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 051 Conduct Postflight Walk Around

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check Pylon Safety Pins (481) Inspect Right Side of Aircraft (513) Inspect Rear Area of Aircraft (496) Inspect Left Side of Aircraft (363)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 052 Consolidate Forces

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set Remote Transmitter Selector Switch (505)			
Transmit Weapons Status (642)			
Transmit Battlefield Intelligence (080)			
Transmit Aircraft Status (027)			
Release Radio Transmitter Switch (680)			
Receive Mission Update (423)			
Transmit Acknowledgment (003)			
Release Radio Transmitter Switch (680)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 053 Coordinate Mission

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Set Remote Transmitter Selector Switch (505)						
Transmit Weapons Status (642)						
Release Radio Transmitter Switch (580)						
Receive Battlefield Intelligence (079)						
Receive Mission Update (423)						
Transmit Acknowledgment (003)						
Release Radio Transmitter Switch (580)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 054 Deactivate APU

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set APU Control Switch (054) Check APU ON Light (060)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 055 Designate Target (Autonomous)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	CONTINUOUS (RANDOM)
		Monitor HAD Message (TOF) (296) Pull Laser Trigger (361) Note Weapon Impact (639) Release Laser Trigger (362)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 056 Designate Target (Image AutoTracker Offset)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Monitor HAD Message (TOF) (296)		
			Pull Laser Trigger (361)		
			Set IAT OFS Switch (320)		
			Note Weapon Impact (633)		
			Release Laser Trigger (362)		
			Set IAT Switch (323)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 057 Enter Fire Control Data

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set DEK Data Entry Selector Switch (142)	
			Enter Time Info DEK (592)	
			Enter PPOS (468)	
			Enter Field Elevation (230)	
			Enter Page #2 of SP1 (452)	
			Enter DEK Spheroid Data (146)	
			Enter DEK Magnetic Variation (144)	
			Enter Grid Convergence (282)	
			Set DEK Data Entry Selector Switch (142)	
			Continued...	

FUNCTION SUMMARY WORKSHEET

FUNCTION U57 Enter Fire Control Data (Continued)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Enter Mission Preplanning Coordinates (422) Set DEK Data Entry Selector Switch (142) Enter DEK Laser Codes (143) Set LRF/D Code Indicator (371) Set UPR CHAN Laser Code (613) Set UPR CHAN Quantity (615) Set LWR CHAN Laser Code (379) Set LWR CHAN Quantity (381)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 058 Enter Target Data

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Set DEK Data Entry Selector Switch (142)		
			Enter Target Index Number (581)		
			Enter Target Coordinates (580)		
			Set DEK Data Entry Selector Switch (142)		
			Set TGT/NAV Index Code (588)		
			Check ACQ SEL Switch (G) (006)		
			Set SLAVE Switch (544)		
			Set SLAVE Switch (544)		
			Set ACQ SEL Switch (G) (007)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 059 Establish Approach

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set Flight Mode Symbology Switch (244)					
Check % Torque Indicator (Inflight) (686)					
Decrease Power (678)					
Check % Torque Indicator (Inflight) (688)					
	Control Attitude (065)				
	Check Vertical Situation Indicator (Inflight) (686)				
	Control Rate of Descent (494)				
	Check Airspeed Indicator (Inflight) (654)				
	Control Airspeed (031)				
	Check Heading Indicator (Inflight) (663)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 059 Establish Approach [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Adjust Heading (304) Control Drift (160)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 060 Establish Climb

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set Flight Mode Symbology Switch (244)				
Check % Torque Indicator (Inflight) (688)				
Increase Power (679)				
Check % Torque Indicator (Inflight) (688)				
	Control Altitude (065)			
	Check Vertical Situation Indicator (Inflight) (686)			
	Control Rate of Climb (493)			
	Check Airspeed Indicator (Inflight) (654)			
	Control Airspeed (031)			
	Check Heading Indicator (Inflight) (663)			
	Adjust Heading (304)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 061 Establish Level of Flight

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set Flight Mode Symbology Switch (244)					
Check % Torque Indicator (Inflight) (688)			Note Fuel Quantity (660)		
Decrease Power (678)			Note Time (684)		
Check % Torque Indicator (Inflight) (688)					
	Control Altitude (065)				
	Check Altimeter (Inflight) (655)				
	Control Altitude (036)				
	Check Airspeed Indicator (Inflight) (654)				
	Control Airspeed (031)				
	Check Heading Indicator (Inflight) (663)				
	Adjust Heading (304)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 062 Evaluate Position

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Set YDU Control Switch (622)</p> <p>Check Aircraft Location (P) (026)</p> <p>Check Battle Area Access (P) (078)</p> <p>Survey Aircraft Surroundings (P) (029)</p> <p>Check Obstacles (P) (441)</p>		<p>Check Aircraft Location (G) (024)</p> <p>Check Battle Area Access (G) (077)</p> <p>Survey Aircraft Surroundings (G) (028)</p> <p>Check Obstacles (G) (440)</p>	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 063 Fire Weapon, Gun (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Check HAD Message (Gun) (288)</p> <p>Pull Weapons Trigger (643)</p> <p>Release Weapons Trigger (644)</p> <p>Note Weapon Impact (639)</p>	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 064 Fire Weapon, Gun (Gunner, Laser Range)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Pull Laser Trigger (361)	
			Release Laser Trigger (362)	
			Check HAD Message (Range) (292)	
			Check HAD Message (Rounds) (294)	
			Pull Weapons Trigger (643)	
			Release Weapons Trigger (644)	
			Note Weapon Impact (639)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 065 Fire Weapon, Gun (Pilot)

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check HAD Message (Gun) (289) Pull Weapons Trigger (543) Release Weapons Trigger (544) Note Weapon Impact (539)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 066 Fire Weapon, Missile

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS (RANDOM)
			Verify Firing Constraints (239) Pull Weapons Trigger (643) Verify Missile Launch (417) Release Weapons Trigger (644)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 067 Fire Weapon, Missile (LOBL)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check HAD Message (Tracking) (297)	
			Verify Firing Constraints (239)	
			Pull Laser Trigger (361)	
			Pull Weapons Trigger (643)	
			Verify Missile Launch (417)	
			Release Weapons Trigger (644)	
			Note Weapon Impact (639)	
			Release Laser Trigger (362)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 068 Fire Weapon, Missile (LOBL Offset)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check HAD Message (Tracking) (297)	
			Verify Firing Constraints (239)	
			Pull Laser Trigger (361)	
			Pull Weapons Trigger (643)	
			Verify Missile Launch (417)	
			Release Weapons Trigger (644)	
			Monitor HAD Message (TOF) (296)	
			Set IAT OFS Switch (320)	
			Note Weapon Impact (639)	
			Release Laser Trigger (362)	

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 069 Fire Weapon, Missile, Rapid Fire (LOAL)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set FOV Switch (253)	Manipulate MAN TKR Thrustwheel (392)
			Detect Feature (227)	
			Align Reticle on Feature (511)	
			Set FOV Switch (253)	
			Align Reticle on Feature (511)	
			Identify Target (578)	
			Verify Firing Constraints (239)	
			Pull Weapons Trigger (643)	
			Verify Missile Launch (417)	
			Release Weapons Trigger (644)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 069 Fire Weapon, Missile, Rapid Fire (LOAL) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check HAD Message (Missile (290))	
			Pull Weapons Trigger (643)	
			Verify Missile Launch (417)	
			Release Weapons Trigger (644)	
			Check HAD Message (TOF) (295)	
			Pull Laser Trigger (361)	
			Note Weapon Impact (639)	
			Release Laser Trigger (362)	
			Align Reticle on Feature (511)	
			Check HAD Message (TOF) (295)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 069 Fire Weapon, Missile, Rapid Fire (LOAL) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Pull Laser Trigger (361)  Note Weapon Impact (639)  Release Laser Trigger (362)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 070 Fire Weapon, Missile, Ripple Fire (LOAL)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Verify Firing Constraints (239)	
			Pull Weapons Trigger (643)	
			Verify Missile Launch (4:7)	
			Release Weapons Trigger (544)	
			Set SLAVE Switch (554)	
			Check HAD Message (Missile) (290)	
			Check AND Display (Priority) (046)	
			Verify Firing Constraints (239)	
			Pull Weapons Trigger (643)	
			Verify Missile Launch (417)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 069 Fire Weapon, Missile, Missile Fire (LOAL) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Release Weapons Trigger (644)		
			Check HAD Message (TOF) (295)		
			Transmit Remote Request (503)		
			Align Reticle on Feature (511)		
			Check HAD Message (TOF) (295)		
			Pull Laser Trigger (361)		
			Note Weapon Impact (639)		
			Release Laser Trigger (362)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 071 Fire Weapon, Rocket

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Verify Rocket Steering Cursor Aligned (519)					
Pull Weapons Trigger (643)					
Release Weapons Trigger (644)					
Note Weapon Impact (639)					
Set Cyclic WAS Switch (135)					

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 072 Fire Weapon, Rocket (Cooperative)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check HAD Message (Range) (292)			Pull Laser Trigger (361)	
Verify Rocket Steering Cursor Aligned (519)			Release Laser Trigger (362)	
Pull Weapons Trigger (643)			Check HAD Message (Range) (292)	
Release Weapons Trigger (644)				
Note Weapon Impact (639)			Note Weapon Impact (639)	
Set Cyclic WAS Switch (135)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 073 Fly Contour

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Control Altitude (065)				
	Check Altimeter (Inflight) (655)				
	Adjust Altitude (035)				
	Check Airspeed Indicator (Inflight) (654)				
	Control Airspeed (031)				
	Check % Torque Indicator (Inflight) (688)				
	Adjust Power (466)				
	Check Heading Indicator (Inflight) (663)				
	Adjust Heading (304)				
	Check Trim Ball (Inflight) (685)				
	Adjust Trim (600)				

FUNCTION SUMMARY WORKSHEET

FUNCTION 074 Fly NOE

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
	Control Altitude (065)			
	Check Altimeter (Inflight) (655)			
	Adjust Altitude (035)			
	Check Airspeed Indicator (Inflight) (654)			
	Control Airspeed (031)			
	Check % Torque Indicator (Inflight) (688)			
	Adjust Power (466)			
	Check Heading Indicator (Inflight) (663)			
	Adjust Heading (304)			
	Check Trim Ball (Inflight) (685)			
	Adjust Trim (600)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 075 Hover Masked

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set Flight Mode Symbology Switch (244)	Control Altitude (036) Control Altitude (065)			
Set ATTD/Hover Hold Switch (064)	Control Heading (305) Maintain Obstacle Clearance (439) Control Drift (160)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 076 Hover Unarmed

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Control Altitude (036) Control Drift (160) Control Heading (305) Check Weapon Path (640) Maintain Obstacle Clearance (439) Monitor Time (Inflight) (591)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 077 Idle Engines

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set ENG 2 PWR Lever (197)					
Monitor TGT (587)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 078 Initiate Cockpit Communication (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Receive Cockpit Communication (123) Transmit Cockpit Communication (124)			Transmit Cockpit Communication (124) Receive Cockpit Communication (123)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 073 Initiate Cockpit Communication (Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Transmit Cockpit Communication (124) Receive Cockpit Communication (123)			Receive Cockpit Communication (123) Transmit Cockpit Communication (124)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 080 Land Aircraft

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Perform Touchdown (593)	Maintain Obstacle Clearance (439)			
	Adjust Power (466)			
	Control Attitude (065)			
	Control Heading (305)			
	Control Drift (160)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 081 Load Weapons (Rearming)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check MASTER ARM Switch (396)			Set PLT/GND ORIDE Switch (461)		
Set TAIL WHEEL Switch (573)					
Set Park Brake (455)			Check Pylon Safety Pins (481)		
Set Brake Lever (558)			Check Grounding Cables (283)		
			Check Grounding Cables (283)		
			Check Pylon Safety Pins (481)		
					Monitor Weapons Loading (641)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 082 Mask Aircraft

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set ATTDH-Over Hold Switch (064) Establish Masking Profile (305)	Maintain Obstacle Clearance (439) Control Altitude (036) Control Altitude (065) Control Heading (305) Control Drift (160)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 083 Monitor Audio

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	CONTINUOUS
		Monitor Audio (066)				Monitor Audio (066)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 084 Monitor Threat

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check Direction Display (148)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 085 Perform After Landing Check

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set TAIL WHEEL Switch (573) Check UHF Mode Selector Switch (607) Set UHF Frequency Selector Switches (606) Check VHF Mode Selector Switch (627) Set VHF Frequency Selector Switches (626)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 086 Perform After Starting APU Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Set VHF Control Switch (625)	
			Set VHF Frequency Selector Switches (626)	
			Set VHF Mode Selector Switch (628)	
			Set VHF Volume Switch (629)	
			Set KY58 Power Switch (357)	
			Set ADSS Switch (014)	
			Set FC SYM GEN Switch (224)	
			Set IHADSS Switch (337)	
			Set TADS Switch (564)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 086 Perform After Starting APU Check (Gunner) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check RKT SEL Switch (514) Check GUN SEL Switch (287) Check MSL SEL Switch (424) Check LSR SEL Switch (373) Position Canopy Door (093)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 087 Perform After Starting APU Check (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set PNVIS Switch (465)				
Set Standby Attitude Indicator (549)				
Set VDU Control Switch (522)				
Adjust VDU Brightness/Contrast (520)				
Set VDU Control Switch (522)				
Set RAD ALT Switches (484)				
Set AN/APR 39 (040)				
Set Transmitter Selector Switch (597)				
Set Remote Transmitter Selector Switch (504)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 087 Perform After Starting APU Check (Pilot) (Continued)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set KY58 Power Switch (357)			
Set UHF Control Switch (605)			
Set UHF Mode Selector Switch (608)			
Set UHF Frequency Selector Switches (606)			
Set UHF Volume Switch (609)			
Set VHF Control Switch (625)			
Set VHF Mode Selector Switch (628)			
Set VHF Frequency Selector Switches (626)			
Set VHF Volume Switch (629)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 087 Perform After Starting APU Check (Pilot) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set KY28 Power Switch (355)				
Set Transponder Control Switch (599)				
Set ADF Control Switch (011)				
Check ADF Operation (012)				
Position Canopy Door (093)				
Check Control Sweep and Force Trim System/Cyclic (127)				
Check Control Sweep and Force Trim System/Pedals (128)				
Check Control System/Collective (129)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 087 Perform After Starting APU Check (Pilot) [Continued]

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
Check Stabilizer Manual Control Switch (547)				
Set HARS Control Switch (302)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 088 Perform Aircraft Position Update

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set TGT/NAV Index Code (588)	
			Check SAFE/ARM Indicator Light ((529)	
			Check LRF/D Code (370)	
			Align Reticle on Feature (511)	
			Pull Laser Trigger (361)	
			Release Laser Trigger (362)	
			Check HAD Message (Range) (292)	
			Track Feature (228)	
			Set UPDT/ST Switch (610)	
			Set DEK Data Entry Selector Switch (142)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 088 Perform Aircraft Position Update (Continued)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Press U Key on DEK (603)	
			Set Doppler Display Selector Switch (152)	
			Press Doppler KYBD Key (153)	
			Enter UTM Coordinates (619)	
			Press Doppler Data Entry Key (149)	
			Set Doppler Display Selector Switch (152)	
			Set DEK Data Entry Selector Switch (142)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 089 Perform Before Engine Shutdown Check

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check TAILWHEEL Switch (572) Check Tailwheel Advisory Light (571) Set Park Brake (455) Set Brake Lever (658)					

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 090 Perform Before Landing Check (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Set CPG ARM Switch (132)		
			Set RKT SEL Switch (515)		
			Set GUN SEL Switch (288)		
			Set MSL SEL Switch (425)		
			Set LSR SEL Switch (374)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 091 Perform Before Landing Check (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set MASTER ARM Switch (397)				
Set RKT SEL Switch (515)				
Set GUN SEL Switch (288)				
Set MSL SEL Switch (425)				
Check TAILWHEEL Switch (572)				
Check Park Brake (453)				
Set Radar Jamming Control Switch (488)				
Set Infrared Jamming Control Switch (345)				
Set Chaff Dispenser ARM Switch (104)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 092 Perform Before Starting APU Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check ICS System (G) (325)	
			Check LOW RPM ROTOR Light (368)	
			Check ENG 1 OUT Light (179)	
			Check ENG 2 OUT Light (195)	
			Test Warning and Advisory Lights (MASTER CAUTION WARNING, Caution/Warning, Fire Handle, Advisory) (638)	
			Check PRI HYD PSI Warning Light (475)	
			Check UTIL HYD PSI Warning Light (616)	
			Check MAN STAB Warning Light (391)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 092 Perform Before Starting APU Check (Gunner) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check Main XMSN 1 Warning Light (388)	
			Check Main XMSN 2 Warning Light (389)	
			Check ENG 1 Warning Light (186)	
			Check ENG 2 Warning Light (201)	
			Check ELEC SYS FAIL Warning Light (165)	
			Check ENG Anti-ice Warning Light (202)	
			Set Engine Instruments Test Switch (G) (214)	
			Check Engine Instrument Lights (G) (209)	
			Check Selectable Digital Display Lights (534)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 093 Perform Before Starting APU Check (Pilot)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set BATT/EXT PWR Switch (076)			
Check ENG Out Audio (205)			
Check ICS System (P) (326)			
Check LOW RPM ROTOR Light (368)			
Check ENG 1 OUT Light (179)			
Check ENG 2 OUT Light (195)			
Check Utility Hydraulic Accumulator (617)			
Test Warning and Advisory Lights (MASTER CAUTION WARNING, Caution/Warning, Fire Handle, Advisory) (638)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 093 Perform Before Starting APU Check (Pilot) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check PRI HYD PSI Warning Light (475)				
Check UTIL HYD PSI Warning Light (616)				
Check MAN STAB Warning Light (391)				
Check OIL PSI ACC PUMP Warning Light (443)				
Check OIL PSI NOSE GRBX 1 Warning Light (448)				
Check OIL PSI MAIN XMSN 1 Warning Light (446)				
Check OIL PSI MAIN XMSN 2 Warning Light (447)				
Check OIL PSI NOSE GRBX 2 Warning Light (449)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 093 Perform Before Starting APU Check (Pilot) (Continued)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check OIL PSI ENG 1 Warning Light (444)				
Check OIL PSI ENG 2 Warning Light (445)				
Check GEN 1/RECT 1 Warning Light (275)				
Check GEN 2/RECT 2 Warning Light (278)				
Check FUEL PSI ENG 1 Warning Light (265)				
Check SHAFT DRIVEN COMP Warning Light (537)				
Check FUEL PSI ENG 2 Warning Light (266)				
Check Blade Anti-ice Fail Light (083)				
Check Canopy Door Advisory Light (094)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 093 Perform Before Starting APU Check (Pilot) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check ENG 1 Anti-Ice Warning Light (171)				
Check ENG 2 Anti-Ice Warning Light (187)				
Set Fire Detector Test Switch (Position 1) (234)				
Check Fire Detector Lights (233)				
Set Fire Detector Test Switch (Position 2) (235)				
Check Fire Detector Lights (233)				
Set Engine Instruments Test Switch (P) (215)				
Check Engine Instrument Lights (P) (210)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 094 Perform Before Starting Engines Check

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check SHAFT DRIVEN COMP Warning Light (537)  Check Area Clear (062)  Alert Fireguard (238)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 095 Perform Before Takeoff Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set CPG ARM Switch (132)	
			Set RKT SEL Switch (515)	
			Set GUN SEL Switch (288)	
			Set MSL SEL Switch (425)	
			Check AND Display (Missile) (043)	
			Set LSR SEL Switch (374)	
			Set PLT/GND OFFIDE Switch (462)	
			Set DEK Data Entry Selector Switch (142)	
			Check FDLS Results (226)	
			Set DEK Data Entry Selector Switch (142)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 096 Perform Before Takeoff Check (Pilot)

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check HARPS Control Switch (301)					
Set TAIL WHEEL Switch (573)					
Check Tailwheel Advisory Light (571)					
Check Fuel CROSSFEED Switch (262)					
Check Fuel Quantity Indicator (Internal) (268)					
Monitor Engine Instruments (P) (213)					
Check Master CAUTION WARNING Panel (398)					
Perform Power Check (467)					
Set MASTER ARM Switch (397)					
Continued...					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 096 Perform Before Takeoff Check (Pilot) (Continued)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)
Set RKT SEL Switch (515)			
Set GUN SEL Switch (288)			
Set MSL SEL Switch (425)			
Set ACQ SEL Switch (P) (009)			
Set Radar Jamming Control Switch (498)			
Set Infrared Jamming Control Switch (345)			
Set Chaff Dispenser ARM Switch (124)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 097 Perform Before Taxi Check

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Canopy Door (092)				
Check Canopy Door Advisory Light (094)				
Check Pylon Safety Pins (481)				
Check Chocks and External ICS Cords (109)				
Check HARS Alignment (300)				
Set HARS Control Switch (302)				
Set NOE/APPCH Switch (676)				
Set DASE Yaw Switch (140)				
Set DASE Roll Switch (139)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 007 Perform Before Taxi Check (Continued)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set DASE Pitch Switch (137)			
Check DASE Caution Light (136)			
Release Park Brake (454)			
Set TAILWHEEL Switch (573)			
Check Tailwheel Advisory Light (571)			
Position Aircraft Into Wind (023)			
Check OAT Temperature (438)			
Set ENG 2 PWR Lever (197)			
Adjust Collective (119)			
Check ENG 1 TGT (185)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 097 Perform Before Taxi Check (Continued)

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Set ENG 2 PWR Lever (197)						
Set ENG 1 PWR Lever (182)						
Adjust Collective (119)						
Check ENG 2 TGT (200)						
Decrease Collective (120)						
Set ENG 1 PWR Lever (182)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 096 Perform Before Taxi Check (FAPC)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Release Park Brake (454)				
Set TAILWHEEL Switch (573)				
Check Tailwheel Advisory Light (571)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 099 Perform Cockpit Safety Check (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check BAT OVRD Switch (074)		
			Check CANOPY JETT Pin (097)		
			Check Engine Fire Handles (207)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 100 Perform Cockpit Safety Check (Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check BATT/EXT PWR Switch (075)					
Check CANOPY JETT Pin (097)					
Check Engine Fire Handles (207)					
Check APU Fire Handles (057)					
Check APU Control Switch (053)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 101 Perform Engine 1 Overspeed Test

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Set CKT A Switch - ENG 1 (114)  Set CKT B Switch - ENG 1 (116)  Set CKT A and CKT B Switches - ENG 1 (112)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 102 Perform Engine 2 Overspeed Test

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set CKT A Switch - ENG 2 (115)					
Set CKT B Switch - ENG 2 (117)					
Set CKT A and CKT B Switches - ENG 2 (113)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 103 Perform External Communication (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set Transmitter Selector Switch (597)	
			Transmit Message (Brief) (414)	
			Release Radio Transmitter Switch (580)	
			Receive Message (410)	
			Transmit Acknowledgment (003)	
			Release Radio Transmitter Switch (580)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 164 Perform External Communication (Pilot)

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set Transmitter Selector Switch (597)					
Transmit Message (Brief) (414)					
Release Radio Transmitter Switch (580)					
Receive Message (410)					
Transmit Acknowledgment (003)					
Release Radio Transmitter Switch (580)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 105 Perform Hover

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set Flight Mode Symbolic Switch (244)				
Check % Torque Indicator (Inflight) (683)				
Increase Power (679)				
Check % Torque Indicator (Inflight) (688)				
	Control Altitude (036)			
	Control Altitude (065)			
	Control Heading (305)			
	Control Drift (160)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION: 106 Perform HADSS Operational Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS (RANDOM)
			Set SIGHT SEL Switch (G) (539) Adjust HADSS Symbol Brightness/ GainLevel (G) (338) Check Image and Turret Function (340)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 107 Perform Navigation

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
			Call Up Waypoint (687)	Monitor Doppler Display (151) Read Maps (394) Follow Course (130)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 108 Perform PNVIS Operational Check

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set VID SEL Switch (P) (633)				
Adjust IHADSS Display Brightness/Contrast (P) (334)				
Set VID SEL Switch (P) (633)				
Set SIGHT SEL Switch (P) (541)				
Check Image and Turret Function (340)				
Adjust IHADSS Symbol Brightness/Gain/Level (P) (339)				
Check Flight Mode Symbology Switch (243)				
Check PNVIS Polarity Reversal (463)				
Set ACM Switch (005)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 109 Perform Postflight Cockpit Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set VHF Control Switch (625)	
			Set Doppler Mode Switch (156)	
			Set KY58 Power Switch (357)	
			Set INST Light Switch (349)	
			Set L CSL Light Switch (358)	
			Position Canopy Door (093)	
			Position CANOPY JETT Fin (096)	
			Remove Helmet (313)	
			Disconnect Helmet (311)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 110 Perform Postflight Cockpit Check (Pilot)

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Turn Ignition Key (329)					
Remove Ignition Key (328)					
Set AN/APR 39 (040)					
Set KY58 Power Switch (357)					
Set UHF Control Switch (505)					
Set VHF Control Switch (625)					
Set KY28 Power Switch (355)					
Set Transponder Control Switch (599)					
Set ADF Control Switch (011)					
Check Anticollision Light Switch (049)					
Continued...					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 110 Perform Postflight Cockpit Check (Pflc) [Continued]

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set INST Light Switch (349)			
Set L CSL Light Switch (358)			
Set R/CTR CSL Light Switch (495)			
Set RTR BK Switch (528)			
Set GEN 1 Switch (274)			
Set GEN 2 Switch (277)			
Set APU Control Switch (054)			
Check APU ON Light (060)			
Set BATT/EXT PWR Switch (076)			
Position CANOPY JETT Pin (C98)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 110 Perform Postflight Cockpit Check (Pilot) [Continued]

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Position Canopy Door (093)			
Remove Helmet (313)			
Disconnect Helmet (311)			

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 111 Perform TADS Operational Checks

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check TADS Switch (563)	
			Set GS Switch (284)	
			Adjust TADS Display Brightness/Contrast (561)	
			Set HDD Switch (303)	
			Adjust TADS Display Brightness/Contrast (561)	
			Set HDD Switch (303)	
			Check VID SEL Switch (G) (630)	
			Check SIGHT SEL Switch (G) (538)	
			Check Sensor Select Switch (535)	
			Set SLAVE Switch (544)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 111 Perform TADS Operational Checks [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Set SLAVE Switch (544)	Manipulate MAN TKR Thumbwheel (392)
			Evaluate FOVs (DTV): W, N, Z (254)	
			Set IAT Polarity Switch (322)	
			Set IAT Switch (323)	
			Set IAT Switch (323)	
			Set Sensor Select Switch (536)	
			Evaluate FOVs (DVO): W, N (255)	
			Set Sensor Select Switch (536)	
			Adjust FLIR Level/Gain (246)	
			Set ACM Switch (005)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 111 Perform TADS Operational Checks (Continued)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Evaluate FOVs (FLIR): W, M, N, Z (256) Set IAT Switch (323) Set IAT Switch (323) Set FLIR Polarity Reversal Switch (247) Set Sensor Select Switch (536)	

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 112 Perform Target Store Procedures

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Set TGT/NAV Index Code (588) Check Reticle on Target (512) Set UPDT/ST Switch (610)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 113 Perform Test

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (RANDOM)	CONTINUOUS
	Control Forward Motion (252) Control Heading (305)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 114 Perform Tail Check

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check Wheel Brakes (647) Monitor Engine Instruments (P) (213) Check Flight Instruments (242)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 115 Place Aircraft in Constraints

	PILOT			GUNNER		
	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Position Aircraft in Constraints (022) Stabilize Aircraft (019)						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 116 Plan Mission

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Receive Mission (421) Complete Map Reconnaissance (393) Complete Flight Plan (Form 175) (245) Brief Crew (133)			Receive Mission (421) Complete Map Reconnaissance (393) Receive Weather Briefing (645)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 117 Prepare Laser Spot Tracker

C	PILOT			GUNNER		
	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
				Set LST Code Switch (375) Check AND Display (Laser Code) (041)		

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 118 Prepare Performance Planning Card

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Determine Pressure Altitude (Departure) (474)				
Determine Free Air Temperature (Departure) (259)				
Determine Takeoff Gross Weight (575)				
Determine Weight of Load (646)				
Determine Takeoff Fuel Weight (575)				
Determine Maximum Torque Available (Departure) (Dual Engine) (408)				
Determine Maximum Torque Available (Departure) (Single Engine) (409)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 118 Prepare Performance Planning Card [Continued]

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Determine Maximum Allowable Gross Weight (KGE) (402)				
Determine Maximum Allowable Gross Weight (OGE) (403)				
Determine Go/No-Go Torques (KGE) (290)				
Determine Go/No-Go Torques (OGE) (281)				
Determine Predicted Hover Torque (471)				
Determine Hover Torque (OGE) (319)				
Determine Maximum Rate of Climb IAS (405)				
Determine Maximum Range IAS (404)				
Determine Single Engine IAS (542)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 118 Prepare Performance Planning Card [Continued]

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
Determine Pressure Altitude (Arrival) (472)				
Determine Free Air Temperature (Arrival) (257)				
Determine Estimated Landing Gross Weight (218)				
Determine Maximum Allowable Gross Weight (Arrival) (401)				
Determine Maximum Torque Available (Arrival) (Dual Engine) (406)				
Determine Maximum Torque Available (Arrival) (Single Engine) (407)				
Determine Hover Torque (Arrival) (IGE) (317)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 118 Prepare Performance Planning Card [Continued]

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Determine Hover Torque (Arrival) (0GE) (318)			
Determine Pressure Altitude (Cruise) (473)			
Determine Free Air Temperature (Cruise) (258)			
Determine Cruise VNE (134)			
Determine Indicated Airspeed (Cruise) (Dual Engine) (341)			
Determine Indicated Airspeed (Cruise) (Single Engine) (342)			
Determine True Airspeed (Cruise) (601)			
Determine Predicted Cruise Torque (Dual Engine) (469)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 118 Prepare Performance Planning Card [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Determine Predicted Fuel Flow (Dual Engine) (470)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 119 Prepare Weight and Balance Form

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Determine Basic Weight and Moment (073)	
			Determine Operating Weight and Moment (450)	
			Determine Takeoff Weight and Moment (577)	
			Determine Takeoff Center of Gravity (574)	
			Determine Landing Weight and Moment (360)	
			Determine Landing Center of Gravity (359)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 120 Program Doppler

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Set Doppler Mode Switch (156)		
			Check Doppler Panel Lights (157)		
			Set Doppler Mode Switch (156)		
			Check Doppler Display (150)		
			Set Doppler Mode Switch (156)		
			Set Doppler Display Selector Switch (152)		
			Set DEST DISP Thumbwheel (147)		
			Press Doppler KYBD Key (153)		
			Press Doppler KYBD Key (153)		
			Enter Doppler Spheroid Data (158)		
			Continued...		

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 120 Program Doppler [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Press Doppler KYBD Key (153)	
			Enter Doppler Magnetic Variation (154)	
			Press Doppler Data Entry Key (149)	
			Set Doppler Display Selector Switch (152)	
			Set DEST DISP Thumbwheel (147)	
			Press Doppler KYBD Key (153)	
			Press Doppler KYBD Key (153)	
			Enter Doppler Zone Data (159)	
			Press Doppler KYBD Key (153)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 120 Program Doppler [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Enter UTM Coordinates (619) Press Doppler Data Entry Key (149) Set FLY-TO-DEST Switch (249)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 121 Program Transponder

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set Master Switch (672)					
Set Mode 1 Code (673)					
Set Mode 3A Code (674)					
Check Test Light (682)					
Check Test/MON Light (683)					
Check Reply Light (681)					
Set ANT Switch (656)					
Set Master Switch (672)					
Set M-1 Test Switch (665)					
Set M-1 Switch (664)					
Set M-2 Test Switch (667)					
Continued...					

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 121 Program Transponder [Continued]

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	CONTINUOUS
Set M-2 Switch (666)						
Set M-3 Test Switch (669)						
Set M-3 Switch (668)						
Set M-C Test Switch (671)						
Set M-C Switch (670)						
Set ANT Switch (656)						
Set M-1 Test Switch (665)						
Set M-1 Switch (664)						
Set M-2 Test Switch (667)						
Set M-2 Switch (666)						
Set M-3 Test Switch (669)						
Set M-3 Switch (668)						
Continued...						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 121 Program Transponder (Continued)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set M-C Test Switch (671)			
Set M-C Switch (670)			
Set ANT Switch (656)			
Set M-1 Test Switch (665)			
Set M-2 Test Switch (667)			
Set M-2 Switch (666)			
Set M-3 Test Switch (669)			
Set M-3 Switch (668)			
Set M-C Test Switch (671)			
Set M-C Switch (670)			
Set Mode 4 Switch (675)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 121 Program Transponder (Continued)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set M-1 Switch (664)			
Set M-2 Switch (666)			
Set M-3 Switch (668)			
Set M-C Switch (670)			

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 122 Receive External Communication (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Note Message Alert (412) Transmit Acknowledgment (003) Release Radio Transmitter Switch (680) Receive Message (410) Transmit Acknowledgment (003) Release Radio Transmitter Switch (680)	

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 123 Receive External Communication (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Note Message Alert (412)				
Transmit Acknowledgment (003)				
Release Radio Transmitter Switch (680)				
Receive Message (410)				
Transmit Acknowledgment (003)				
Release Radio Transmitter Switch (680)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 124 Receive Handover

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Note Message Alert (412) Transmit Acknowledgment (003) Release Radio Transmitter Switch (680) Copy Target Coordinates (579) Copy Target Number and Type (582) Transmit Acknowledgment (003) Release Radio Transmitter Switch (680)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 125 Refuel Aircraft

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check MASTER ARM Switch (396)					
Set TAIL WHEEL Switch (573)					
Set Park Brake (455)					
Set Brake Lever (658)					
Check Refuel Valve Open Light (498)					
Monitor Fuel Quantity Indicator (Internal) (661)					
Check Refuel Valve Open Light (498)					
Check Fuel Caps (261)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 126 Respond to Threat

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Detect Threat (539)					
Set Cyclic WAS Switch (135)	Perform Hard Turns (299) Change Altitude Sharply (038) Change Airspeed Quickly (033)				
Check Radar Jamming Light (489)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 127 Restart Engine

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set ENG 2 START Switch (199)					
Check ENG 2 Instruments and Lights (189)					
Monitor ENG 2 NG (191)					
Monitor TGT (587)					
Set ENG 2 PWR Lever (197)					
Monitor Starter Light (552)					
Monitor ENG 2 OIL Pressure (194)					
Check ENG 2 TGT (200)					
Check ENG 2 NG (190)					
Continued					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 127 Restart Engine [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Caution/ Warning Panel Lights (099)				
Set ENG 2 PWR Lever (197)				
Check ENG 2 TGT (200)				
ENG 2 NG (190)				
Monitor ENG 2 OIL Pressure (194)				
Check ENG 1 PWR Lever (181)				
Check NP and NR (435)				
Check Caution/ Warning Panel Lights (099)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 128 Secure Aircraft

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Locking Devices (385) Check Tieowns (580) Check Grounding Cables (283) Check Aircraft Covers (021)				

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 129 Secure Weapons Systems (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS (RANDOM)
			Set ACM Switch (005)	
			Set SIGHT SEL Switch (G) (539)	
			Set TADS Switch (564)	
			Set IHADSS Switch (337)	
			Set FC SYM GEN Switch (224)	
			Set RKT SEL Switch (514)	
			Set GUN SEL Switch (287)	
			Set MSL SEL Switch (424)	
			Set LSR SEL Switch (373)	
			Set CPG ARM Switch (132)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 129 Secure Weapons Systems (Gunner) (Continued)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check PL T/GND ORIDE Switch (461) Set ADSS Switch (014)		

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 130 Secure Weapons Systems (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set SIGHT SEL Switch (P) (541)				
Set ACQ SEL Switch (P) (009)				
Check VID SEL Switch (P) (632)				
Set ACM Switch (005)				
Set PNVS Switch (465)				
Set RKT SEL Switch (514)				
Set GUN SEL Switch (287)				
Set MSL SEL Switch (424)				
Set MASTER ARM Switch (397)				

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 131 Select Firing Position

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Set TGT/NAV Index Code (588)		
			Set ACQ SEL Switch (G) (007)		
			Set SLAVE Switch (544)		
			Set SLAVE Switch (544)		
Check Standoff Range (P) (551)			Check Standoff Range (G) (550)		
Select Field of Fire (P) (232)			Select Field of Fire (G) (231)		
Check Terrain Clearance (P) (586)			Check Terrain Clearance (G) (585)		
Select Ingress Routes (P) (347)			Select Ingress Routes (G) (346)		
Select Egress Routes (P) (164)			Select Egress Routes (G) (163)		
Check Backdrop (P) (072)			Check Backdrop (G) (071)		
Continued...			Continued...		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 131 Select Firing Position [Continued]

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Concealment (P) (125)		Check Concealment (G) (125)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 132 Select Sensor (DTV)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check Sensor Select Switch (535) Set FOV Switch (253) Check LOS Slave Status (367)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 133 Select Sensor (DVO)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Set Sensor Select Switch (536) Set FOV Switch (253) Check LOS Slave Status (367)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 134 Select Sensor (FLIR)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Set Sensor Select Switch (536) Set FOV Switch (253) Check LOS Slave Status (367)		

# FUNCTION SUMMARY WORKSHEET

FUNCTION 135 Select Weapon, FFAR (Cooperative)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check RKT SEL Switch (514)		Check RKT SEL Switch (514)	
Set Cyclic WAS Switch (135)		Set ORT WAS Switch (451)	
Check HAD Message (Rocket) (293)		Check HAD Message (Rocket) (293)	
Check Rocket Steering Cursor (518)		Set SIGHT SEL Switch (G) (539)	
Set PEN-M Switch (457)			
Set Rocket Firing Quantity (517)			
Set Rocket Zone (520)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 136 Select Weapon, FFAR (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Pilot RKT SEL Switch (458)				
Set Cyclic WAS Switch (135)				
Check HAD Message (Rocket) (293)				
Set RING-KM Thumbwheel (516)				
Check HAD Message (Range) (292)				
Set Rocket Zone (520)				
Set PEN-M Switch (457)				
Set Rocket Firing Quantity (517)				
Check Rocket Steering Cursor (518)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 137 Select Weapon, Gun (Gunner)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
		Check GUN SEL Switch (287)	
		Set ORT WAS Switch (451)	
		Set SIGHT SEL Switch (G) (539)	
		Set DEK Data Entry Selector Switch (142)	
		Enter DEK Range Data (145)	
		Check HAD Message (Range) (292)	
		Check HAD Message (Rounds) (294)	
		Set DEK Data Entry Selector Switch (142)	

FUNCTION SUMMARY WORKSHEET

FUNCTION 138 Select Weapon, Gun (Gunner, Laser Range)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
		Check GUN SEL Switch (287) Set ORT WAS Switch (451) Set SIGHT SEL Switch (G) (539) Check LSR SEL Switch (373)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 139 Select Weapon, Gun (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check GUN SEL Switch (287)				
Set Cyclic WAS Switch (135)				
Set RING-KM Thumbwheel (516)				
Check HAD Message (Range) (292)				
Check HAD Message (Rounds) (294)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 140 Select Weapon, Missile

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set Missile Control Switch (416)	
			Set ORT WAS Switch (451)	
			Set Missile Mode Switch (419)	
			Check UPR CHAN Laser Code (512)	
			Check UPR CHAN Quantity (614)	
			Check LWR CHAN Laser Code (378)	
			Check LWR CHAN Quantity (380)	
			Check TADS LRF/D Indicator (562)	
			Set CHAN SEL Switch (108)	
			Check HAD Message (Mode) (291)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 140    Select Weapon, Missile [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check HAD Message (Missile) (290) Check AND Display (Priority) (046)		

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 141 Select Weapon, Missile (Remote Designation)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Set Missile Control Switch (416)	
			Set Missile Mode Switch (419)	
			Set ORT WAS Switch (451)	
			Check UPR CHAN Laser Code (612)	
			Check UPR CHAN Quantity (614)	
			Check LWR CHAN Laser Code (378)	
			Check LWR CHAN Quantity (380)	
			Set CHAN SEL Switch (108)	
			Check AND Display (Priority) (046)	
			Check HAD Message (Mode) (291)	
			Continued ...	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 141    Select Weapon, Missile (Remote Designation) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check HAU Message (Missile) (290)		

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 142 Set TADS Internal Boresight (DTV)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check SIGHT SEL Switch (G) (538)	
			Check Sensor Select Switch (535)	
			Set FOV Switch (253)	
			Set IAT Polarity Switch (322)	
			Set TADS BRSIT Switch (560)	
			Set LSR SEL Switch (374)	
			Check PLT/GND ORIDE Switch (461)	
			Set CPG ARM Switch (132)	
			Pull Laser Trigger (361)	
			Set BRSIT Enable Switch (086)	
			Continued...	

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 142 Set TADS Internal Boresight (DTV) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Set BRSIT Enable Switch (086)		Monitor Tracking Gates (594)
			Verify Boresight (internal) (084)		
			Release Laser Trigger (362)		
			Set FOV Switch (253)		
			Pull Laser Trigger (361)		
			Set BRSIT Enable Switch (086)		
			Verify Boresight (Internal) (084)		
			Set BRSIT Enable Switch (086)		
			Release Laser Trigger (362)		
					Monitor Tracking Gates (594)

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 143 Set TADS Internal Boresight (DVO)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set Sensor Select Switch (536)	
			Set FOV Switch (253)	
			Set BRSIT Enable Switch (086)	
			Adjust DVO Crosshairs Alignment (161)	
			Set BRSIT Enable Switch (086)	
			Set TADS BRSIT Switch (560)	
			Check ACQ SEL Switch (G) (006)	
			Set SLAVE Switch (544)	

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 144 Set TADS Internal Boresight (FLIR)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Set Sensor Select Switch (536)	
			Set FOV Switch (253)	
			Adjust FLIR Level/Gain (246)	
			Pull Laser Trigger (361)	
			Set FLIR Polarity Reversal Switch (247)	
			Set BRSIT Enable Switch (086)	
			Verify Boresight (Internal) (084)	
			Set BRSIT Enable Switch (086)	
			Release Laser Trigger (362)	
			Continued...	Monitor Tracking Gates (594)

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 144 Set TADS Internal Boresight (FLIR) (Continued)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Set FOV Switch (253)	
			Pull Laser Trigger (361)	
			Set BRSIT Enable Switch (086)	
			Verify Boresight (Internal) (084)	
			Set BRSIT Enable Switch (086)	
			Release Laser Trigger (362)	
			Set CPG ARM Switch (132)	
			Set LSR SEL Switch (374)	
				Monitor Tracking Gates (594)

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 145 Shut Down Engines

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set DASE Release Switch (138)			
Set Standby Attitude Indicator (549)			
Set VDU Control Switch (622)			
Set RAD ALT Switch (486)			
Set HARS Control Switch (302)			
Check SHAFT DRIVEN COMP Warning Light (537)			
Set PWR Levers (479)			
Check EXT TK Fuel Switch (219)			
Check Fuel CROSSFEED Switch (262)			
Monitor TGT (587)			
Continued...			

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 145 Shut Down Engines [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Set RTR BK Switch (528)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 146 Start APU (Postflight)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set APU Control Switch (054)				
Set APU Control Switch (054)				
Check APU Starting (061)				
Check APU FAIL Light (056)				
Check APU ON Light (060)				

# FUNCTION SUMMARY WORKSHEET

FUNCTION 147 Start APU (Preflight)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Alert Fireguard (238)			
Check Utility Hydraulic Accumulator (617)			
Initialize APU (052)			
Set APU Control Switch (054)			
Check APU Starting (061)			
Check APU FAIL Light (056)			
Check APU ON Light (060)			
Set GEN 1 Switch (274)			
Set GEN 2 Switch (277)			
Check Generator Lights (279)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 148 Start First Engine

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Check RTR BK Switch (527)						
Set ENG 1 START Switch (184)						
Check ENG 1 Instruments and Lights (173)						
Monitor ENG 1 NG (175)						
Set ENG 1 PWR Lever (182)						
Monitor Starter Light (552)						
Monitor ENG 1 OIL Pressure (178)						
Check ENG 1 TGT (185)						
Check ENG 1 NG (174)						
Continued...						

# FUNCTION SUMMARY WORKSHEET

FUNCTION 148 Start First Engine (Continued)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Caution/ Warning Panel Lights (099)			
Check ENG INLET Anti-Ice Switch (204)			
Set RTR BK Switch (528)			
Set ENG 1 PWR Lever (182)			
Check ENG 1 TGT (185)			
Check ENG 1 NG (174)			
Monitor ENG 1 OIL Pressure (178)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 149 Start Second Engine

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Set ENG 2 START Switch (199)				
Check ENG 2 Instruments and Lights (189)				
Monitor ENG 2 NG (191)				
Set ENG 2 PWR Lever (197)				
Monitor Starter Light (552)				
Monitor ENG 2 OIL Pressure (194)				
Check ENG 2 TGT (200)				
Check ENG 2 NG (190)				
Check Caution/Warning Panel Lights (099)				
Continued...				

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 149 Start Second Engine [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Sel ENG 2 PWR Lever (197)  Check ENG 2 TGT (200)  Check ENG 2 NG (190)  Monitor ENG 2 OIL Pressure (194)  Check NP and NR (435)  Check Caution/Warning Panel Lights (099)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 150      Track Target (IHADSS/Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Align IHADSS LOS Practice on Target (335)		Follow Target With IHADSS (583)

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 151 Track Target (IHADSS/Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Align IHADSS LOS Reticle on Target (335)		Follow Target With IHADSS (583)			

# FUNCTION SUMMARY WORKSHEET

FUNCTION 152    Track Target (Image Autotracker)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check IAT Polarity Switch (321) Set IAT Switch (323) Observe Tracking Gates (595) Check AND Display (Tracking) (048)		Monitor Tracking Gates (594)

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 153 Track Target (Image Autotracker Offset)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Check IAT Polarity Switch (321) Set IAT Switch (323) Observe Tracking Gates (595) Check AND Display (Tracking) (048) Check AND Display (Polarity) (045) Set IAT OFS Switch (320) Check AND Display (Offset) (044)	Manipulate MAN TKR Thumbwheel (392) Monitor Tracking Gates (594)

# FUNCTION SUMMARY WORKSHEET

FUNCTION 154 Track Target (Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Press LMC Button (364) Check AND Display (LMC) (042)		Maintain Reticle Alignment on Target (510)

# FUNCTION SUMMARY WORKSHEET

## FUNCTION 155 Transmit Message (Attack Coordination)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Transmit Message Alert (413) Release Radio Transmitter Switch (680) Note Acknowledgment (002) Transmit Message (411) Release Radio Transmitter Switch (680) Note Acknowledgment (002)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 156 Unmanned Aircraft

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Increase Altitude (037)	Control Drift (160) Control Heading (305) Check Weapon Path (640) Maintain Obstacle Clearance (439)				
Stabilize Aircraft (019)					

# FUNCTION SUMMARY WORKSHEET

FUNCTION 157 Update Doppler (Landmark)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Check Heading Indicator (Inflight) (663)			Set DEST DISP Thumbwheel (147)	
			Set Doppler Display Selector Switch (152)	
			Press Doppler KYBD Key (153)	
			Enter UTM Coordinates (619)	
		Maneuver Aircraft Across Landmark (020)	Press Doppler Data Entry Key (149)	
			Set Doppler Display Selector Switch (152)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 158 Update Doppler (Stored Destination)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Sat Doppler Display Selector Switch (152)	
			Read Maps (394)	
			Verify Aircraft Location (G) (025)	
			Press Doppler KYBD Key (153)	
			Press Doppler Data Entry Key (149)	

# FUNCTION SUMMARY WORKSHEET

FUNCTION 159    Verify Remote Lock-On

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Check AND Display (Priority) (046) Verify HAD Message (Tracking) (298)		

**A P P E N D I X   G**

**FUNCTION DECISION RULES WORKSHEETS**

# FUNCTION DECISION RULES

FUNCTION 001      Acquire Target (DTV)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Program Task 538 for 1 second.		.5 second after Task 538 ends, program Task 392 for 20 seconds.
			.5 second after Task 392 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):		
			Task 227 for 2 seconds		
			Task 511 for 2 seconds		
			Task 253 for 1 second		
			Task 511 for 2 seconds		
			Task 253 for 1 second		
			Task 511 for 2 seconds		
			Task 578 for 5 seconds		
			Continued...		

# FUNCTION DECISION RULES

FUNCTION 001      Acquire Target (DTV) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 361 for 1 second Task 362 for .5 second Standby .5 second		

# FUNCTION DECISION RULES

FUNCTION 002      Acquire Target (DTV, Laser Spot Tracker, Automatic)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 538 for 1 second</p> <p>Task 377 for 1 second</p> <p>Task 047 for 1 second</p>		.5 second after Task 047 ends, program task 558 for 20 seconds.
			<p>.5 second after Task 558 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 048 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 578 for 5 seconds</p> <p>Continued...</p>		

# FUNCTION DECISION RULES

FUNCTION 002      Acquire Target (DTV, Laser Spot Tracker, Automatic) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Task 377 for 1 second Task 361 for 1 second Task 362 for .5 second Standby .5 second	

# FUNCTION DECISION RULES

FUNCTION 003      Acquire Target (DTV, Laser Spot Tracker, Manual)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 538 for 1 second</p> <p>Task 377 for 1 second</p> <p>.5 second after Task 392 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 048 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 578 for 5 seconds</p> <p>Task 377 for 1 second</p> <p>Continued...</p>	<p>.5 second after Task 377 ends, program Task 392 for 20 seconds.</p>

# FUNCTION DECISION RULES

FUNCTION 003      Acquire Target (DTV, Laser Spot Tracker, Manual) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 361 for 1 second Task 362 for .5 second Standby .5 second		

# FUNCTION DECISION RULES

## FUNCTION 004 Acquire Target (DVO)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Program Task 538 for 1 second.	.5 second after Task 538 ends, program Task 392 for 20 seconds.
			.5 second after Task 392 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):	
			Task 227 for 2 seconds	
			Task 511 for 2 seconds	
			Task 253 for 1 second	
			Task 511 for 2 seconds	
			Task 578 for 5 seconds	
			Task 361 for 1 second	
			Task 362 for .5 second	
			Standby .5 second	

# FUNCTION DECISION RULES

FUNCTION 005 Acquire Target (DVO, Laser Spot Tracker, Automatic)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 538 for 1 second</p> <p>Task 377 for 1 second</p> <p>Task 047 for 1 second</p> <p>.5 second after Task 558 ends, program, in sequence, the following tasks (include a .5 second delay between tasks):</p> <p>Task 048 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 578 for 5 seconds</p> <p>Continued...</p>	.5 second after Task 047 ends, program Task 558 for 20 seconds.

# FUNCTION DECISION RULES

FUNCTION 005      Acquire Target (PVO, Laser Spot Tracker, Automatic) (Continued)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 377 for 1 second Task 361 for 1 second Task 362 for .5 second Standby .5 second		

# FUNCTION DECISION RULES

FUNCTION 006      Acquire Target (DVO, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 538 for 1 second</p> <p>Task 377 for 1 second</p>		.5 second after Task 377 ends, program Task 392 for 20 seconds.
			<p>.5 second after Task 392 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 048 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 578 for 5 seconds</p> <p>Task 377 for 1 second</p> <p>Continued...</p>		

# FUNCTION DECISION RULES

FUNCTION 006      Acquire Target (DVO, Laser Spot Tracker, Manual) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS (RANDOM)
			Task 361 for 1 second Task 362 for .5 second Standby .5 second	

# FUNCTION DECISION RULES

## FUNCTION 007 Acquire Target (FLIR)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Program Task 538 for 1 second.	
			.5 second after Task 392 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):	
			Task 227 for 2 seconds	
			Task 511 for 2 seconds	
			Task 253 for 1 second	
			Task 511 for 2 seconds	
			Task 253 for 1 second	
			Task 511 for 2 seconds	
			Task 253 for 1 second	
			Continued...	
				.5 second after Task 538 ends, program Task 392 for 20 seconds



# FUNCTION DECISION RULES

FUNCTION 008      Acquire Target (FLIR, Laser Spot Tracker, Automatic)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 538 for 1 second</p> <p>Task 377 for 1 second</p> <p>Task 047 for 1 second</p> <p>.5 second after Task 558 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 048 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 578 for 5 seconds</p> <p>Continued...</p>	<p>.5 second after Task 047 ends, program Task 558 for 20 seconds.</p>

**FUNCTION 008**      **Acquire Target (FLIR, Laser Spot Tracker, Automatic) [Continued]**

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Task 377 for 1 second Task 361 for 1 second Task 362 for .5 second Standby .5 second	

# FUNCTION DECISION RULES

FUNCTION 009      Acquire Target (FLIR, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 538 for 1 second</p> <p>Task 377 for 1 second</p> <p>.5 second after Task 392 ends, program Task 392 for 20 seconds.</p>		
			<p>.5 second after Task 392 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 048 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 578 for 5 seconds</p> <p>Task 377 for 1 second</p> <p>Continued...</p>		

## Acquire Target (FLIR, Laser Spot Tracker, Manual) [Continued]

**G-18**

# FUNCTION DECISION RULES

FUNCTION 010      Activate Ignition

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 327 for 4 seconds Task 329 for 2 seconds Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 011 Adjust HADSS Foresight (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 539 for 2 seconds</p> <p>Task 332 for 1 second</p> <p>Task 089 for 4 seconds</p> <p>Task 315 for 4 seconds</p> <p>Task 314 for 1 second</p> <p>Task 332 for 1 second</p> <p>Task 350 for 2 seconds</p> <p>Task 284 for 1 second</p> <p>Task 333 for 10 seconds</p> <p>Task 631 for 1 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 012 Adjust IHADSS Boresight (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 541 for 1 second</p> <p>Task 332 for 1 second</p> <p>Task 089 for 4 seconds</p> <p>Task 315 for 4 seconds</p> <p>Task 314 for 1 second</p> <p>Task 332 for 1 second</p> <p>Task 350 for 2 seconds</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 013 Adjust Outfront Boresight

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program Task 030 for 120 seconds.</p> <p>Standby 58 seconds</p>			<p>Standby 120 seconds.</p> <p>When Task 030 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 492 for 11 seconds</p> <p>Task 536 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 085 for 2 seconds</p> <p>Task 246 for 4 seconds</p> <p>Task 323 for 1 second</p> <p>Task 536 for 1 second</p> <p>Task 509 for 2 seconds</p> <p>Task 560 for 1 second</p> <p>Task 086 for 1 second</p> <p>Continued...</p>	

# FUNCTION DECISION RULES

## FUNCTION 013 Adjust Outfront Boresight [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 070 for 10 seconds Task 166 for 10 seconds Task 509 for 2 seconds Task 086 for 1 second Task 560 for 1 second Task 323 for 1 second Standby .5 second		

# FUNCTION DECISION RULES

FUNCTION 014 Arrange Cockpit (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 093 for 4 seconds</p> <p>Task 366 for 15 seconds</p> <p>Task 533 for 10 seconds</p> <p>Task 506 for 30 seconds</p> <p>Task 343 for 30 seconds</p> <p>Task 677 for 2 seconds</p> <p>Task 456 for 25 seconds</p> <p>Task 677 for 2 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 015 Arranga Codgpa (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program in sequence, the following tasks (include a .5-second delay between tasks): Task 093 for 4 seconds Task 366 for 15 seconds Task 533 for 10 seconds Task 506 for 30 seconds Task 343 for 30 seconds Task 677 for 2 seconds Task 456 for 25 seconds Task 677 for 2 seconds Task 455 for 2 seconds Task 658 for 1 second Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 016 Change Battle Position

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program Task 244 for 2 seconds</p> <p>Program the following series of tasks to begin concurrently with Task 244</p> <p>Task 688 for 1 second</p> <p>Task 679 for 1 second</p> <p>Task 688 for 1 second</p>	<p>When Task 688 ends, randomly select (.16 probability) Tasks 031, 036, 065, 304, 466, and 600 at .5 second intervals. Continue for the duration of Function 016 as specified in the segment in which the function occurs.</p> <p>Continued...</p>			

# FUNCTION DECISION RULES

## FUNCTION 016 Change Battle Position (Continued)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
	10 times during the segment, randomly select (.20 probability) Tasks 654, 655, 663, 685, and 688 to interrupt Tasks 031, 036, 065, 304, 466, and 600. Tasks 654, 655, 663, 685, and 688 last 1 second each.			

# FUNCTION DECISION RULES

## FUNCTION 017 Check Aircraft Systems (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 211 for 5 seconds</p> <p>Task 242 for 5 seconds</p> <p>Task 398 for 1 second</p> <p>Task 268 for 3 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 018 Check Aircraft Systems (Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 211 for 5 seconds</p> <p>Task 398 for 1 second</p> <p>Task 268 for 3 seconds</p> <p>Standby .5 second</p>					

# FUNCTION DECISION RULES

## FUNCTION 019 Check Area Security (Sensor Search)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 538 for 1 second</p> <p>Task 536 for 1 second</p> <p>Task 253 for 1 second</p>	<p>.5 second after Task 253 ends, program Tasks 392 and 063 concurrently for 60 seconds.</p> <p>Standby .5 second</p>

# FUNCTION DECISION RULES

FUNCTION 020      Check Area Security (Visual Search)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
		Program Tasks 637 and 657 concurrently for 60 seconds.  Standby .5 second			

# FUNCTION DECISION RULES

FUNCTION 021 Check Annunciated Subsystems (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 131 for 1 second</p> <p>Task 514 for 1 second</p> <p>Task 287 for 1 second</p> <p>Task 424 for 1 second</p> <p>Task 373 for 1 second</p> <p>Task 461 for 1 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 022 Check Armament Subsystems (Pilot)

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 396 for 1 second</p> <p>Task 514 for 1 second</p> <p>Task 287 for 1 second</p> <p>Task 424 for 1 second</p> <p>Task 556 for 1 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 023 Check Cock-pit Conditions (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 240 for 5 seconds</p> <p>Task 532 for 10 seconds</p> <p>Task 507 for 10 seconds</p> <p>Task 090 for 8 seconds</p> <p>Task 366 for 15 seconds</p> <p>Task 476 for 25 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 024 Check Cockpit Conditions (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 240 for 5 seconds</p> <p>Task 532 for 10 seconds</p> <p>Task 507 for 10 seconds</p> <p>Task 090 for 8 seconds</p> <p>Task 366 for 15 seconds</p> <p>Task 477 for 300 seconds</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 025 Check Collective Switches (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 429 for 1 second</p> <p>Task 087 for 1 second</p> <p>Task 531 for 1 second</p> <p>Task 121 for 3 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 026 Check Collective Switches (Pilot)

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 429 for 1 second Task 087 for 1 second Task 531 for 1 second Task 121 for 3 seconds Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 027 Check Engine 1 ECU Lockout System

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 182 for 3 seconds</p> <p>Task 177 for 4 seconds</p> <p>Task 180 for 5 seconds</p> <p>Task 177 for 4 seconds</p> <p>Task 180 for 5 seconds</p> <p>Task 182 for 3 seconds</p> <p>Task 182 for 3 seconds</p> <p>Task 176 for 2 seconds</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 028 Check Engine 2 ECU Lockout System

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 197 for 3 seconds</p> <p>Task 193 for 4 seconds</p> <p>Task 196 for 5 seconds</p> <p>Task 193 for 4 seconds</p> <p>Task 196 for 5 seconds</p> <p>Task 197 for 3 seconds</p> <p>Task 197 for 3 seconds</p> <p>Task 192 for 2 seconds</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 029 Check Engine Chop Circuit

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	CONTINUOUS
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 545 for 3 seconds</p> <p>Task 434 for 4 seconds</p> <p>Task 203 for .5 second</p> <p>Task 399 for 1 second</p> <p>Task 479 for 5 seconds</p> <p>Task 545 for 3 seconds</p> <p>Task 203 for .5 second</p> <p>Task 479 for 5 seconds</p> <p>Task 435 for 4 seconds</p> <p>Standby .5 second</p>		DISCRETE (RANDOM)	CONTINUOUS

# FUNCTION DECISION RULES

FUNCTION 030 Check Fuel Sample

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 269 for 20 seconds Task 276 for 5 seconds Standby .5 second				

# FUNCTION DECISION RULES

FUNCTION 031 Check Helmet (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 312 for 25 seconds</p> <p>Task 310 for 5 seconds</p> <p>Task 330 for 60 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 032 Check Helmet (Pilot)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 312 for 25 seconds</p> <p>Task 310 for 5 seconds</p> <p>Task 330 for 60 seconds</p> <p>Standby .5 second</p>			

# FUNCTION DECISION RULES

FUNCTION 033 Check Instrument Panel (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 098 for 5 seconds</p> <p>Task 538 for 1 second</p> <p>Task 006 for 2 seconds</p> <p>Task 426 for 1 second</p> <p>Task 225 for 1 second</p> <p>Task 331 for 1 second</p> <p>Task 559 for 1 second</p> <p>Task 372 for 1 second</p> <p>Task 461 for 1 second</p> <p>Task 369 for 1 second</p> <p>Task 223 for 1 second</p> <p>Task 336 for 1 second</p> <p>Continued...</p>	

# FUNCTION DECISION RULES

FUNCTION 033 Check Instrument Panel (Gunner) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 563 for 1 second Task 212 for 4 seconds Task 032 for 1 second Task 502 for 1 second Task 491 for 1 second Task 034 for 3 seconds Task 623 for 1 second Task 118 for 6 seconds Task 376 for 1 second Standby .5 second		

# FUNCTION DECISION RULES

FUNCTION 034 Check Instrument Panel (Pilot)

	PILOT		GUNNER		
	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):					
Task 572 for 1 second					
Task 098 for 5 seconds					
Task 540 for 1 second					
Task 008 for 1 second					
Task 532 for 1 second					
Task 004 for 1 second					
Task 464 for 1 second					
Task 331 for 1 second					
Task 212 for 4 seconds					
Task 382 for 5 seconds					
Task 088 for 3 seconds					
Task 352 for 1 second					
Continued...					

# FUNCTION DECISION RULES

## FUNCTION 034 Check Instrument Panel (Pilot) [Continued]

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 351 for 2 seconds				
Task 032 for 1 second				
Task 548 for 1 second				
Task 621 for 1 second				
Task 602 for 1 second				
Task 485 for 1 second				
Task 034 for 3 seconds				
Task 623 for 1 second				
Task 316 for 3 seconds				
Task 487 for 1 second				
Task 344 for 1 second				
Task 103 for 1 second				
Task 105 for 2 seconds				
Task 102 for 4 seconds				
Task 118 for 6 seconds				
Continued...				

# FUNCTION DECISION RULES

FUNCTION 034 Check Instrument Panel (Pilot) [Continued]

FUNCTION 034	PILOT		GUNNER	
	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)
Task 001 for 2 seconds				
Task 301 for 1 second				
Task 168 for 1 second				
Task 122 for 1 second				
Task 497 for 4 seconds				
Task 597 for 1 second				
Task 324 for 1 second				
Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 035 Check Left Control Console (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 110 for 8 seconds</p> <p>Task 618 for 1 second</p> <p>Task 248 for 1 second</p> <p>Task 348 for 1 second</p> <p>Task 358 for 1 second</p> <p>Task 483 for 1 second</p> <p>Task 264 for 1 second</p> <p>Task 272 for 1 second</p> <p>Task 260 for 1 second</p> <p>Task 271 for 1 second</p> <p>Task 478 for 2 seconds</p> <p>Task 167 for 1 second</p> <p>Continued...</p>	

# FUNCTION DECISION RULES

FUNCTION 035 Check Left Control Console (Gunner) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Task 074 for 1 second	
			Task 565 for 1 second	
			Task 648 for 1 second	
			Task 555 for 1 second	
			Task 013 for 1 second	
			Task 634 for 1 second	
			Task 535 for 1 second	
			Task 636 for 1 second	
			Task 420 for 1 second	
			Task 418 for 1 second	
			Task 415 for 2 seconds	
			Task 141 for 1 second	
			Standby .5 second	

# FUNCTION DECISION RULES

## FUNCTION 036 Check Left Control Console (Pilot)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):			
Task 067 for 1 second			
Task 618 for 1 second			
Task 436 for 1 second			
Task 649 for 1 second			
Task 460 for 1 second			
Task 565 for 1 second			
Task 204 for 1 second			
Task 383 for 1 second			
Task 050 for 1 second			
Task 051 for 1 second			
Task 096 for 1 second			
Task 091 for 1 second			
Continued...			

# FUNCTION DECISION RULES

FUNCTION 036 Check Left Control Console (Pilot) [Continued]

DISCRETE (FIXED)	PILOT		GUNNER		
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Task 250 for 1 second					
Task 428 for 1 second					
Task 049 for 1 second					
Task 348 for 1 second					
Task 248 for 1 second					
Task 358 for 1 second					
Task 495 for 1 second					
Task 219 for 1 second					
Task 272 for 1 second					
Task 260 for 1 second					
Task 262 for 1 second					
Task 172 for 1 second					
Task 188 for 1 second					
Task 480 for 10 seconds					
Task 478 for 2 seconds					
Continued...					

# FUNCTION DECISION RULES

FUNCTION 036 Check Left Control Console (Pilot) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 183 for 1 second				
Task 198 for 1 second				
Task 400 for 1 second				
Task 527 for 1 second				
Task 273 for 1 second				
Task 276 for 1 second				
Task 075 for 1 second				
Task 556 for 1 second				
Task 521 for 8 seconds				
Task 170 for 1 second				
Task 222 for 1 second				
Task 584 for 1 second				
Standby .5 second				

# FUNCTION DECISION RULES

FUNCTION 037 Check Left Side - Fuselage and Nose

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 095 for 10 seconds				
Task 220 for 5 seconds				
Task 437 for 2 seconds				
Task 554 for 3 seconds				
Task 384 for 30 seconds				
Task 553 for 2 seconds				
Task 068 for 30 seconds				
Task 490 for 3 seconds				
Task 566 for 10 seconds				
Standby .5 second				

# FUNCTION DECISION RULES

FUNCTION 038      Check Left Side - Meas

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):			
Task 387 for 5 seconds			
Task 386 for 2 seconds			
Task 432 for 2 seconds			
Task 433 for 3 seconds			
Task 431 for 2 seconds			
Task 430 for 5 seconds			
Task 208 for 5 seconds			
Task 206 for 8 seconds			
Task 216 for 5 seconds			
Task 442 for 2 seconds			
Task 263 for 2 seconds			
Task 206 for 8 seconds			
Continued...			

# FUNCTION DECISION RULES

FUNCTION 038 Check Left Side - Meet [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 611 for 60 seconds Task 385 for 90 seconds Task 082 for 30 seconds Task 508 for 15 seconds Task 018 for 8 seconds Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 039 Check Left Side - Rear Fuselage

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 169 for 10 seconds</p> <p>Task 569 for 10 seconds</p> <p>Task 570 for 15 seconds</p> <p>Task 568 for 20 seconds</p> <p>Task 546 for 10 seconds</p> <p>Task 017 for 15 seconds</p> <p>Task 596 for 20 seconds</p> <p>Task 217 for 3 seconds</p> <p>Task 353 for 8 seconds</p> <p>Task 016 for 3 seconds</p> <p>Task 427 for 2 seconds</p> <p>Task 237 for 2 seconds</p> <p>Task 039 for 5 seconds</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

FUNCTION 040 Check Left Side - Wing

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 650 for 10 seconds				
Task 651 for 2 seconds				
Task 653 for 2 seconds				
Task 652 for 2 seconds				
Task 459 for 2 seconds				
Task 482 for 10 seconds				
Task 307 for 3 seconds				
Task 308 for 10 seconds				
Task 306 for 5 seconds				
Task 309 for 10 seconds				
Task 526 for 10 seconds				
Task 522 for 5 seconds				
Continued...				

# FUNCTION DECISION RULES

FUNCTION 040 Check Left Side - Wing [Continued]

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Task 525 for 10 seconds Task 524 for 15 seconds Task 523 for 10 seconds Standby .5 second						

# FUNCTION DECISION RULES

FUNCTION 041 Check Overhead Panel

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 162 for 1 second</p> <p>Task 111 for 10 seconds</p> <p>Standby .5 second</p>					

# FUNCTION DECISION RULES

FUNCTION 042      Check Right Control Console (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 122 for 1 second</p> <p>Task 497 for 4 seconds</p> <p>Task 597 for 1 second</p> <p>Task 324 for 1 second</p> <p>Task 624 for 1 second</p> <p>Task 155 for 1 second</p> <p>Task 356 for 1 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

## FUNCTION 043 Check Flight Control Console (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 356 for 1 second</p> <p>Task 604 for 1 second</p> <p>Task 624 for 1 second</p> <p>Task 354 for 1 second</p> <p>Task 598 for 1 second</p> <p>Task 010 for 1 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

FUNCTION 044 Check Flight Side - Mast

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):			
Task 387 for 5 seconds			
Task 386 for 2 seconds			
Task 432 for 2 seconds			
Task 453 for 3 seconds			
Task 431 for 2 seconds			
Task 430 for 5 seconds			
Task 208 for 5 seconds			
Task 206 for 8 seconds			
Task 216 for 5 seconds			
Task 442 for 2 seconds			
Task 263 for 2 seconds			
Task 206 for 8 seconds			
Continued...			

# FUNCTION DECISION RULES

## FUNCTION 044 Check Right Side - Mast [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 611 for 60 seconds Task 385 for 90 seconds Task 082 for 30 seconds Task 557 for 20 seconds Task 508 for 15 seconds Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 045 Check Right Side - Rear Fuselage

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 427 for 2 seconds				
Task 059 for 3 seconds				
Task 058 for 2 seconds				
Task 015 for 2 seconds				
Task 068 for 30 seconds				
Task 106 for 5 seconds				
Task 107 for 5 seconds				
Task 100 for 5 seconds				
Task 101 for 5 seconds				
Task 069 for 10 seconds				
Task 055 for 3 seconds				
Task 353 for 8 seconds				
Continued...				

# FUNCTION DECISION RULES

FUNCTION Q45 Check Right Side - Rear Fuselage (Continued)

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 617 for 2 seconds				
Task 217 for 3 seconds				
Task 221 for 2 seconds				
Task 081 for 10 seconds				
Task 017 for 15 seconds				
Task 169 for 10 seconds				
Task 546 for 10 seconds				
Task 567 for 10 seconds				
Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 046 Check Right Side - Under Fuselage

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):			
Task 286 for 20 seconds			
Task 229 for 15 seconds			
Task 530 for 3 seconds			
Task 450 for 3 seconds			
Task 068 for 30 seconds			
Task 285 for 3 seconds			
Task 554 for 3 seconds			
Task 384 for 30 seconds			
Task 236 for 5 seconds			
Task 500 for 5 seconds			
Task 501 for 2 seconds			
Task 267 for 4 seconds			
Continued...			

# FUNCTION DECISION RULES

FUNCTION 046 Check Right Side - Under Fuselage [Continued]

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Task 499 for 2 seconds Task 251 for 2 seconds Task 543 for 10 seconds Standby .5 second					

# FUNCTION DECISION RULES

## FUNCTION 047 Check Flight Sides - Wing

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 650 for 10 seconds				
Task 482 for 10 seconds				
Task 307 for 3 seconds				
Task 308 for 10 seconds				
Task 306 for 5 seconds				
Task 309 for 10 seconds				
Task 526 for 10 seconds				
Task 522 for 5 seconds				
Task 525 for 10 seconds				
Task 524 for 15 seconds				
Task 523 for 10 seconds				
Task 459 for 2 seconds				
Continued...				

# FUNCTION DECISION RULES

## FUNCTION 047 Check Right Side - Wing (Continued)

FUNCTION 047			
PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 651 for 2 seconds			
Task 653 for 2 seconds			
Task 652 for 2 seconds			
Task 039 for 5 seconds			
Standby .5 second			

# FUNCTION DECISION RULES

## FUNCTION 048 Check Security Devices

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 021 for 90 seconds  Task 365 for 90 seconds  Task 590 for 90 seconds  Task 283 for 18 seconds  Task 481 for 2 seconds  Standby .5 second					

# FUNCTION DECISION RULES

## FUNCTION 049 Complete TAMMS Forms

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 241 for 30 seconds  Task 390 for 180 seconds  Standby .5 second					



# FUNCTION DECISION RULES

## FUNCTION 051 Conduct Postflight Walk Around

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 481 for 2 seconds</p> <p>Task 513 for 90 seconds</p> <p>Task 496 for 90 seconds</p> <p>Task 363 for 90 seconds</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 052 Consolidate Forces

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 505 for 1 second Task 642 for 5 seconds Task 080 for 30 seconds Task 027 for 5 seconds Task 680 for .5 second Task 423 for 30 seconds Task 003 for 3 seconds Task 680 for .5 second Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 053 Coordinate Mission

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 505 for 1 second				
Task 642 for 5 seconds				
Task 680 for .5 second				
Task 079 for 30 seconds				
Task 423 for 30 seconds				
Task 003 for 3 seconds				
Task 680 for .5 second				
Standby .5 second				

# FUNCTION DECISION RULES

FUNCTION 054      Deactivate APU

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 054 for 2 seconds</p> <p>Task 060 for 1 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

FUNCTION 055      Designate Target (Autonomous)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 296 for 5 seconds</p> <p>Task 361 for 1 second</p> <p>Task 639 for 5 seconds</p> <p>Task 362 for .5 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 056 Designate Target (Image Autotracker Offset)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 296 for 5 seconds</p> <p>Task 361 for 1 second</p> <p>Task 320 for 1 second</p> <p>Task 639 for 5 seconds</p> <p>Task 362 for .5 second</p> <p>Task 323 for 1 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 057      Enter Fire Control Data

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 142 for 2 seconds Task 592 for 10 seconds Task 468 for 20 seconds Task 230 for 10 seconds Task 452 for 1 second Task 146 for 15 seconds Task 144 for 15 seconds Task 282 for 15 seconds Task 142 for 2 seconds Task 422 for 300 seconds Task 142 for 2 seconds  Continued...		

# FUNCTION DECISION RULES

FUNCTION 057 Enter Fire Control Data (Continued)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 143 for 300 seconds Task 371 for 10 seconds Task 613 for 10 seconds Task 615 for 5 seconds Task 379 for 10 seconds Task 381 for 5 seconds Standby .5 second		

# FUNCTION DECISION RULES

FUNCTION 058 Enter Target Data

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 142 for 2 seconds</p> <p>Task 581 for 4 seconds</p> <p>Task 580 for 10 seconds</p> <p>Task 142 for 2 seconds</p> <p>Task 588 for 2 seconds</p> <p>Task 006 for 2 seconds</p> <p>Task 544 for 1 second</p> <p>Task 544 for 1 second</p> <p>Task 007 for 2 seconds</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

## FUNCTION 059 Establish Approach

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program Task 244 for 2 seconds.</p> <p>Program the following series of tasks to begin concurrently with Task 244:</p> <p>Task 688 for 1 second</p> <p>Task 678 for 1 second</p> <p>Task 688 for 1 second</p>	<p>When Task 688 ends, randomly select (.20 probability) Tasks 031, 065, 160, 304, and 494 at .5-second intervals. Continue for the duration of Function 059, as specified in the segment in which the function occurs.</p>			
	Continued...			

# FUNCTION DECISION RULES

## FUNCTION 059 Establish Approach [Continued]

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
	12 times during the segment, randomly select (.33 probability) Tasks 654, 663, and 686 to interrupt Tasks 031, 065, 160, 304, and 494. Tasks 654, 663, and 686 last 1 second each.					

# FUNCTION DECISION RULES

FUNCTION 060 Establish Climb

FUNCTION 060	PILOT		GUNNER	
	DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program Task 244 for 2 seconds.				
Program the following series of tasks to begin concurrently with Task 244:				
Task 688 for 1 second				
Task 675 for 1 second				
Task 688 for 1 second				
When Task 688 ends, randomly select (.25 probability) Tasks 031, 065, 304, and 493 at .5-second intervals. Continue for the duration of Function 060 as specified for the segment in which the function occurs.				
Continued...				

# FUNCTION DECISION RULES

## FUNCTION 060 Establish Climb [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
	<p>3 times during the segment, randomly select (.33 probability) Tasks 654, 663, and 686 to interrupt Tasks 021, 065, 304, and 493. Tasks 554, 663, and 686 last 1 second each.</p> <p>Standby .5 second</p>			

# FUNCTION DECISION RULES

## FUNCTION 061 Establish Level of Flight

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
<p>Program Task 244 for 2 seconds.</p> <p>Program the following series of tasks to begin concurrently with Task 244:</p> <p>Task 688 for 1 second</p> <p>Task 678 for 1 second</p> <p>Task 688 for 1 second</p>	<p>When Task 688 ends, randomly select (.25 probability) Tasks 031, 036, 065, and 364 at .5-second intervals. Continue for the duration of Function 061 as specified for the segment in which the function occurs.</p> <p>Continued...</p>		<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 660 for 7 seconds</p> <p>Task 684 for 7 seconds</p> <p>Standby for the remainder of Function 061</p>		

# FUNCTION DECISION RULES

## FUNCTION 060 Establish Climb [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
	6 times during the segment, randomly select (.33 probability) Tasks 654, 655, and 663 to interrupt Tasks 031, 036, 065, and 304. Tasks 654, 655, and 663 last 1 second each.			

# FUNCTION DECISION RULES

FUNCTION 062 Evaluate Position

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 622 for 1 second</p> <p>Task 026 for 30 seconds</p> <p>Task 078 for 30 seconds</p> <p>Task 029 for 30 seconds</p> <p>Task 441 for 20 seconds</p> <p>Standby .5 second</p>			<p>Standby 1.5 seconds</p> <p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 024 for 30 seconds</p> <p>Task 077 for 30 seconds</p> <p>Task 028 for 30 seconds</p> <p>Task 440 for 20 seconds</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 063 Fire Weapon, Gun (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 289 for 1 second</p> <p>Task 643 for 1 second</p> <p>Task 644 for .5 second</p> <p>Task 639 for 5 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 064 Fire Weapon, Gun (Gunner, Laser Range)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 361 for 1 second</p> <p>Task 362 for .5 second</p> <p>Task 292 for 2 seconds</p> <p>Task 294 for 2 seconds</p> <p>Task 643 for 1 second</p> <p>Task 644 for .5 second</p> <p>Task 639 for 5 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 065 Fire Weapon, Gun (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 289 for 1 second Task 643 for 1 second Task 644 for .5 second Task 639 for 5 seconds Standby .5 second				

# FUNCTION DECISION RULES

FUNCTION 066 Fire Weapon, Missile

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 239 for 1 second</p> <p>Task 643 for 1 second</p> <p>Task 417 for 1 second</p> <p>Task 644 for .5 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 067 Fire Weapon, Missile (LOBL)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 297 for 1 second</p> <p>Task 239 for 1 second</p> <p>Task 361 for 1 second</p> <p>Task 643 for 1 second</p> <p>Task 417 for 1 second</p> <p>Task 644 for .5 second</p> <p>Task 639 for 5 seconds</p> <p>Task 362 for .5 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 068 Fire Weapon, Missile (LOBL Offset)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 297 for 1 second</p> <p>Task 239 for 1 second</p> <p>Task 361 for 1 second</p> <p>Task 643 for 1 second</p> <p>Task 417 for 1 second</p> <p>Task 644 for .5 second</p> <p>Task 296 for 5 seconds</p> <p>Task 320 for 1 second</p> <p>Task 639 for 5 seconds</p> <p>Task 362 for .5 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 069 Fire Weapon, Missile, Rapid Fire (LOAL)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Program Task 253 for 1 second.	
			.5 second after Task 392 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):	
			Task 227 for 2 seconds	
			Task 511 for 2 seconds	
			Task 253 for 1 second	
			Task 511 for 2 seconds	
			Task 578 for 5 seconds	
			Task 239 for 1 second	
			Task 643 for 1 second	
			Task 417 for 1 second	
			Continued...	
				.5 second after Task 253 ends, program Task 392 for 20 seconds.

# FUNCTION DECISION RULES

FUNCTION 069 Fire Weapon, Missile, Rapid Fire (LOAL) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Task 644 for .5 second	
			Task 290 for 1 second	
			Task 643 for 1 second	
			Task 417 for 1 second	
			Task 644 for .5 second	
			Task 295 for 5 seconds	
			Task 361 for 1 second	
			Task 639 for 5 seconds	
			Task 362 for .5 second	
			Task 511 for 2 seconds	
			Task 295 for 5 seconds	
			Task 361 for 1 second	
			Task 639 for 5 seconds	
			Task 362 for .5 second	
			Standby .5 second	

# FUNCTION DECISION RULES

FUNCTION 070      Fire Weapon, Missile, Ripple Fire (LOAL)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 239 for 1 second</p> <p>Task 643 for 1 second</p> <p>Task 417 for 1 second</p> <p>Task 644 for .5 second</p> <p>Task 554 for 1 second</p> <p>Task 290 for 1 second</p> <p>Task 046 for 1 second</p> <p>Task 239 for 1 second</p> <p>Task 643 for 1 second</p> <p>Task 417 for 1 second</p> <p>Task 644 for .5 second</p> <p>Task 295 for 5 seconds</p> <p>Continued...</p>	

# FUNCTION DECISION RULES

FUNCTION 070 Fire Weapon, Missile, Pippie Fire (LOAL) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Task 503 for 4 seconds Task 511 for 2 seconds Task 295 for 5 seconds Task 361 for 1 second Task 639 for 5 seconds Task 362 for .5 second Standby .5 second	

## FUNCTION 071

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 519 for 1 second  Task 643 for 1 second  Task 644 for .5 second  Task 639 for 5 seconds  Task 135 for .5 second  Standby .5 second			

# FUNCTION DECISION RULES

FUNCTION 572 Fire Weapon, Rocket (Cooperative)

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Standby 2.5 seconds			Program, in sequence, the following tasks (include a .5-second delay between tasks):		
			Task 361 for 1 second		
			Task 362 for .5 second		
			Task 292 for 2 seconds		
			Standby 4.5 seconds		
When Task 362 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):					
Task 292 for 2 seconds					
Task 519 for 1 second					
Task 643 for 1 second					
Task 644 for .5 second					
Task 639 for 5 seconds					
Task 135 for .5 second					
Standby .5 second			When Task 644 ends, program Task 639 for 5 seconds.		
			Standby 1.5 seconds		

## FUNCTION 073 Fly Contour

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	<p>For 875 seconds, randomly select (.16 probability) Tasks 031, 035, 065, 304, 466, and 600 at .5-second intervals</p> <p>25 times during the segment, randomly select (.20 probability) Tasks 654, 655, 663, 685, and 688 to interrupt Tasks 031, 035, 065, 304, 466, and 600. Tasks 654, 655, 663, 685, and 688 last 1 second each.</p> <p>Standby .5 second</p>				

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
	<p>For 875 seconds, randomly select (.16 probability) Tasks 031, 035, 065, 304, 466, and 600 at .5-second intervals</p> <p>25 times during the segment, randomly select (.20 probability) Tasks 654, 655, 663, 685, and 688 to interrupt Tasks 031, 035, 065, 304, 466, and 600. Tasks 654, 655, 663, 685, and 688 last 1 second each.</p> <p>Standby .5 second</p>			

# FUNCTION DECISION RULES

FUNCTION 075      Hover Masked

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 244 for 2 seconds</p> <p>Task 064 for 2 seconds</p>	<p>Beginning concurrently with Task 244, randomly select (.20 probability) Tasks 036, 065, 160, 305, and 439 at .5-second intervals. Continue for the length of time specified for the segment in which Function 075 occurs.</p>			



# FUNCTION DECISION RULES

## FUNCTION 077 Idle Engines

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 197 for 3 seconds</p> <p>Task 587 for 2 seconds</p> <p>Standby .5 second</p>					

# FUNCTION DECISION RULES

FUNCTION 078 Initials Cockpit Communication (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 123 for 3 seconds</p> <p>Task 124 for 3 seconds</p> <p>Standby .5 second</p>			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 124 for 3 seconds</p> <p>Task 123 for 3 seconds</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 079 Initiate Cockpit Communication (Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 124 for 3 seconds</p> <p>Task 123 for 3 seconds</p> <p>Standby .5 second</p>			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 123 for 3 seconds</p> <p>Task 124 for 3 seconds</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 080 Land Aircraft

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
10.5 seconds after the function begins, program Task 593 for 3 seconds.  Standby .5 second	Randomly select (.20 probability) Tasks 065, 160, 305, 439, and 466 at .5-second intervals. Continue for 10 seconds.			

# FUNCTION DECISION RULES

## FUNCTION 081 Load Weapons (Rearming)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 336 for 1 second  Task 573 for 1 second  Task 455 for 2 seconds  Task 658 for 1 second  Standby 942.5 seconds			Program Task 461 for 1 second.  Standby 5.5 seconds   When Task 658 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 481 for 2 seconds  Task 283 for 18 seconds		Task 641 for 900 seconds          .5 second after Task 283 ends, program Task 641 for 900 seconds
			Continued...		

# FUNCTION DECISION RULES

## FUNCTION 091 Load Weapons (Rearming) (Continued)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>.5 second after Task 641 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 283 for 18 seconds</p> <p>Task 481 for 2 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 082

Mask Aircraft

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program Task 064 for 2 seconds.</p> <p>Program Task 395 to begin concurrently with Task 064. Task 395 lasts 3 seconds.</p>	<p>When Task 395 ends, randomly select (.20 probability) Tasks 036, 065, 160, 305, and 439 at .5-second intervals. Continue for 5 seconds.</p> <p>Standby .5 second</p>			

# FUNCTION DECISION RULES

FUNCTION 083      Monitor Audio

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	CONTINUOUS
		Program Task 066 for the length of the segment in which Function 083 occurs.				Program Task 066 for the length of the segment in which Function 083 occurs.

# FUNCTION DECISION RULES

FUNCTION 084 Monitor Threat

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Program Task 148 for 3 seconds.  Standby .5 second					

# FUNCTION DECISION RULES

FUNCTION 085 Perform After Landing Check

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 573 for 1 second</p> <p>Task 607 for 1 second</p> <p>Task 606 for 10 seconds</p> <p>Task 627 for 1 second</p> <p>Task 626 for 10 seconds</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

FUNCTION 086 Perform After Starting APU Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Program, in sequence, the following tasks (include a .5-second delay between tasks):	
			Task 625 for 1 second	
			Task 626 for 10 seconds	
			Task 628 for 2 seconds	
			Task 629 for 2 seconds	
			Task 357 for 1 second	
			Task 014 for 2 seconds	
			Task 224 for 1 second	
			Task 337 for 1 second	
			Task 564 for 1 second	
			Task 514 for 1 second	
			Task 287 for 1 second	
			Task 424 for 1 second	
			Continued...	

**FUNCTION 085**      **Perform After Starting APU Check (Gunner) [Continued]**

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 373 for 1 second Task 093 for 4 seconds Standby .5 second		

# FUNCTION DECISION RULES

## FUNCTION 087 Perform After Starting APU Check (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 465 for 1 second				
Task 549 for 2 seconds				
Task E22 for 1 second				
Task 620 for 5 seconds				
Task 622 for 1 second				
Task 484 for 15 seconds				
Task 040 for 2 seconds				
Task 597 for 1 second				
Task 504 for 2 seconds				
Task 357 for 1 second				
Task 605 for 2 seconds				
Task 608 for 1 second				
Continued...				

# FUNCTION DECISION RULES

FUNCTION 087 Perform After Starting APU Check (Pilot) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Task 606 for 10 seconds					
Task 609 for 2 seconds					
Task 625 for 1 second					
Task 628 for 2 seconds					
Task 626 for 10 seconds					
Task 629 for 2 seconds					
Task 355 for 1 second					
Task 599 for 2 seconds					
Task 011 for 2 seconds					
Task 012 for 10 seconds					
Task 093 for 4 seconds					
Task 127 for 10 seconds					
Task 128 for 8 seconds					
Task 129 for 5 seconds					
Task 547 for 30 seconds					
Continued					

# FUNCTION DECISION RULES

FUNCTION 087 Perform After Starting APU Check (Pilot) [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 302 for 1 second Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 088 Perform Aircraft Position Update

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 588 for 2 seconds</p> <p>Task 529 for .5 second</p> <p>Task 370 for 1 second</p> <p>Task 511 for 2 seconds</p> <p>Task 361 for 1 second</p> <p>Task 362 for .5 second</p> <p>Task 292 for 2 seconds</p> <p>Task 228 for 5 seconds</p> <p>Task 610 for 1 second</p> <p>Task 142 for 2 seconds</p> <p>Task 603 for 2 seconds</p> <p>Task 152 for 2 seconds</p> <p>Continued...</p>	

# FUNCTION DECISION RULES

FUNCTION 688 Perform Aircraft Position Update [Continued]

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 153 for 1 second Task 610 for 12 seconds Task 149 for 1 second Task 152 for 2 seconds Task 142 for 2 seconds Standby .5 second		

# FUNCTION DECISION RULES

## FUNCTION 069 Perform Before Engine Shutdown Check

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 572 for 1 second</p> <p>Task 571 for .5 second</p> <p>Task 455 for 2 seconds</p> <p>Task 658 for 1 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

FUNCTION 090 Perform Before Landing Check (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 132 for 1 second</p> <p>Task 515 for 1 second</p> <p>Task 288 for 1 second</p> <p>Task 425 for 1 second</p> <p>Task 374 for 1 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 091 Perform Before Landing Check (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 397 for 1 second</p> <p>Task 515 for 1 second</p> <p>Task 288 for 1 second</p> <p>Task 425 for 1 second</p> <p>Task 572 for 1 second</p> <p>Task 453 for 1 second</p> <p>Task 488 for 1 second</p> <p>Task 345 for 1 second</p> <p>Task 104 for 1 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 092 Perform Before Starting APU Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 325 for 30 seconds</p> <p>Task 368 for .5 second</p> <p>Task 179 for .5 second</p> <p>Task 195 for .5 second</p> <p>Task 638 for 30 seconds</p> <p>Task 475 for .5 second</p> <p>Task 616 for .5 second</p> <p>Task 391 for .5 second</p> <p>Task 388 for .5 second</p> <p>Task 389 for .5 second</p> <p>Task 186 for .5 second</p> <p>Task 201 for .5 second</p> <p>Continued...</p>	

# FUNCTION DECISION RULES

FUNCTION 092 Perform Before Starting APU Check (Gunner) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Task 165 for .5 second Task 202 for .5 second Task 214 for 2 seconds Task 209 for 6 seconds Task 534 for 8 seconds Standby .5 second	

# FUNCTION DECISION RULES

FUNCTION 093 Perform Before Starting APU Check (Pilot)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):			
Task 076 for 1 second			
Task 205 for 1 second			
Task 326 for 30 seconds			
Task 368 for .5 second			
Task 175 for .5 second			
Task 195 for .5 second			
Task 617 for 2 seconds			
Task 638 for 30 seconds			
Task 475 for .5 second			
Task 616 for .5 second			
Task 391 for .5 second			
Task 443 for .5 second			
Continued...			

# FUNCTION DECISION RULES

FUNCTION 083 Perform Before Starting APU Check (Pilot) [Continued]

	PILOT		GUNNER	
	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)
Task 448 for .5 second				
Task 446 for .5 second				
Task 447 for .5 second				
Task 449 for .5 second				
Task 444 for .5 second				
Task 445 for .5 second				
Task 275 for .5 second				
Task 278 for .5 second				
Task 265 for .5 second				
Task 537 for .5 second				
Task 266 for .5 second				
Task 083 for .5 second				
Task 094 for .5 second				
Task 171 for .5 second				
Task 187 for .5 second				
Continued...				

# FUNCTION DECISION RULES

FUNCTION 093 Perform Before Starting APU Check (Pilot) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 234 for 4 seconds				
Task 233 for 4 seconds				
Task 235 for 4 seconds				
Task 233 for 4 seconds				
Task 215 for 2 seconds				
Task 210 for 8 seconds				
Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 094 Perform Before Starting Engines Check

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 537 for .5 second Task 062 for 5 seconds Task 238 for 2 seconds Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 095 Perform Before Takeoff Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 132 for 1 second</p> <p>Task 515 for 1 second</p> <p>Task 288 for 1 second</p> <p>Task 425 for 1 second</p> <p>Task 043 for 1 second</p> <p>Task 374 for 1 second</p> <p>Task 462 for 2 seconds</p> <p>Task 142 for 2 seconds</p> <p>Task 226 for 3 seconds</p> <p>Task 142 for 2 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 096 Perform Before Takeoff Check (Pilot)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):			
Task 301 for 1 second			
Task 573 for 1 second			
Task 571 for .5 second			
Task 262 for 1 second			
Task 268 for 3 seconds			
Task 213 for 5 seconds			
Task 398 for 1 second			
Task 467 for 20 seconds			
Task 397 for 1 second			
Task 515 for 1 second			
Task 288 for 1 second			
Task 425 for 1 second			
Continued...			

# FUNCTION DECISION RULES

FUNCTION 096 Perform Before Takeoff Check (Pilot) [Continued]

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	CONTINUOUS
Task 009 for 1 second Task 488 for 1 second Task 345 for 1 second Task 104 for 1 second Standby .5 second						

# FUNCTION DECISION RULES

## FUNCTION 097 Perform Before Taxi Check

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 092 for 1 second				
Task 094 for .5 second				
Task 481 for 2 seconds				
Task 109 for 2 seconds				
Task 300 for 1 second				
Task 302 for 1 second				
Task 676 for 1 second				
Task 140 for 1 second				
Task 139 for 1 second				
Task 137 for 1 second				
Task 136 for .5 second				
Task 454 for 1 second				
Continued...				

# FUNCTION DECISION RULES

FUNCTION 097 Perform Before Taxi Check [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Task 573 for 1 second					
Task 571 for .5 second					
Task 023 for 15 seconds					
Task 438 for 2 seconds					
Task 197 for 3 seconds					
Task 119 for 20 seconds					
Task 185 for 4 seconds					
Task 197 for 3 seconds					
Task 182 for 3 seconds					
Task 119 for 20 seconds					
Task 200 for 4 seconds					
Task 120 for 5 seconds					
Task 182 for 3 seconds					
Standby .5 second					

# FUNCTION DECISION RULES

FUNCTION 088 Perform Before Taid Check (FARP)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 454 for 1 second</p> <p>Task 573 for 1 second</p> <p>Task 571 for .5 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

FUNCTION 099      Perform Cockpit Safety Check (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 074 for 1 second</p> <p>Task 097 for 1 second</p> <p>Task 207 for 1 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

## FUNCTION 100 Perform Cockpit Safety Check (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 075 for 1 second</p> <p>Task 097 for 1 second</p> <p>Task 207 for 1 second</p> <p>Task 057 for 1 second</p> <p>Task 053 for 1 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 101 Perform Engine 1 Overspeed Test

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 114 for 3 seconds</p> <p>Task 116 for 3 seconds</p> <p>Task 112 for 4 seconds</p> <p>Standby .5 second</p>				

## FUNCTION 102 Perform: Engine 2 Overspeed Test

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 115 for 3 seconds Task 117 for 3 seconds Task 113 for 4 seconds Standby .5 second			

# FUNCTION DECISION RULES

## FUNCTION 103 Perform External Communication (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 597 for 1 second</p> <p>Task 414 for 10 seconds</p> <p>Task 680 for .5 second</p> <p>Task 410 for 10 seconds</p> <p>Task 003 for 3 seconds</p> <p>Task 680 for .5 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 104 Perform External Communication (Pilot)

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 597 for 1 second</p> <p>Task 414 for 10 seconds</p> <p>Task 680 for .5 second</p> <p>Task 410 for 10 seconds</p> <p>Task 003 for 3 seconds</p> <p>Task 680 for .5 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 105 Perform Hover

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	CONTINUOUS
<p>Program Task 244 for 2 seconds.</p> <p>Program the following series of tasks to begin concurrently with Task 244:</p> <p>Task 688 for 1 second</p> <p>Task 679 for 1 second</p> <p>Task 688 for 1 second</p>	<p>When Task 688 ends, randomly select (.25 probability) Tasks 036, 065, 160, and 305 at .5-second intervals. Continue for 117 seconds.</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

## FUNCTION 106 Perform IHADSS Operational Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 539 for 2 seconds</p> <p>Task 338 for 10 seconds</p> <p>Task 340 for 10 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 107 Perform Navigation

PILOT				GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
				Randomly select (.33 probability) Tasks 130, 151, and 394 at 4-second intervals for the length of Function 107 as specified in the segment.  3 times during the function, randomly select Task 687. Interrupt Tasks 130, 151, and 394 whenever Task 687 occurs.	

FUNCTION: DECISION RULES

FUNCTION 108 Perform PNV'S Operational Check

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 633 for 1 second				
Task 334 for 10 seconds				
Task 635 for 1 second				
Task 541 for 1 second				
Task 340 for 10 seconds				
Task 339 for 10 seconds				
Task 243 for 8 seconds				
Task 463 for 4 seconds				
Task 005 for 1 second				
Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 109 Perform Postflight Cockpit Check (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 625 for 1 second</p> <p>Task 156 for 1 second</p> <p>Task 357 for 1 second</p> <p>Task 349 for 1 second</p> <p>Task 358 for 1 second</p> <p>Task 093 for 4 seconds</p> <p>Task 098 for 5 seconds</p> <p>Task 313 for 3 seconds</p> <p>Task 311 for 3 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 110 Perform Postflight Cockpit Check (Pilot)

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a 5-second delay between tasks):				
Task 329 for 2 seconds				
Task 228 for 4 seconds				
Task 040 for 2 seconds				
Task 357 for 1 second				
Task 605 for 2 seconds				
Task 625 for 1 second				
Task 355 for 1 second				
Task 599 for 2 seconds				
Task 011 for 2 seconds				
Task 049 for 1 second				
Task 349 for 1 second				
Task 358 for 1 second				
Continued...				

# FUNCTION DECISION RULES

## FUNCTION 110 Perform Postflight Cockpit Check (Pilot) (Continued)

				GUNNER		
PILOT						
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Task 495 for 1 second						
Task 528 for 1 second						
Task 274 for 2 seconds						
Task 277 for 2 seconds						
Task 054 for 2 seconds						
Task 060 for 1 second						
Task 076 for 1 second						
Task 098 for 5 seconds						
Task 093 for 4 seconds						
Task 313 for 3 seconds						
Task 311 for 3 seconds						
Standby .5 second						

# FUNCTION DECISION RULES

## FUNCTION 111 Perform TADS Operational Checks

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 563 for 1 second</p> <p>Task 284 for 1 second</p> <p>Task 561 for 10 seconds</p> <p>Task 303 for 1 second</p> <p>Task 561 for 10 seconds</p> <p>Task 303 for 1 second</p> <p>Task 630 for 1 second</p> <p>Task 538 for 1 second</p> <p>Task 535 for 1 second</p> <p>Task 544 for 1 second</p> <p>Task 544 for 1 second</p> <p>Continued...</p>	

# FUNCTION DECISION RULES

## FUNCTION 111 Perform TADS Operational Checks (Continued)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			.5 second after Task 392 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 254 for 4 seconds Task 322 for 1 second Task 323 for 1 second Task 323 for 1 second Task 536 for 1 second Task 255 for 3 seconds Task 536 for 1 second Task 246 for 4 seconds Task 005 for 1 second  Continued...		.5 second after Task 544 ends, program Task 392 for 20 seconds.

# FUNCTION DECISION RULES

## FUNCTION 111 Perform TADS Operational Checks (Continued)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Task 256 for 6 seconds	
			Task 323 for 1 second	
			Task 323 for 1 second	
			Task 247 for 1 second	
			Task 536 for 1 second	
			Standby .5 second	

# FUNCTION DECISION RULES

## FUNCTION 112 Perform Target Store Procedures

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 588 for 2 seconds</p> <p>Task 512 for 2 seconds</p> <p>Task 610 for 1 second</p> <p>Standby .5 second</p>	



## FUNCTION 114

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 647 for 5 seconds Task 213 for 5 seconds Task 242 for 5 seconds Standby .5 second			

# FUNCTION DECISION RULES

## FUNCTION 115 Place Aircraft in Constraints

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 022 for 3 seconds</p> <p>Task 019 for 3 seconds</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 116 Plan Mission

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 421 for 480 seconds</p> <p>Task 393 for 540 seconds</p> <p>Task 245 for 300 seconds</p> <p>Task 133 for 600 seconds</p> <p>Standby .5 second</p>			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 421 for 480 seconds</p> <p>Task 393 for 540 seconds</p> <p>Task 645 for 300 seconds</p> <p>Standby 601 seconds</p>	

# FUNCTION DECISION RULES

## FUNCTION 117 Prepare Laser Spot Tracker

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 375 for 2 seconds</p> <p>Task 041 for 1 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 118 Prepare Performance Planning Card

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	CONTINUOUS
Program, in sequence, the following tasks (include a .5-second delay between tasks): Task 474 for 3 seconds Task 259 for 3 seconds Task 576 for 3 seconds Task 646 for 3 seconds Task 575 for 3 seconds Task 408 for 17 seconds Task 409 for 17 seconds Task 402 for 12 seconds Task 403 for 12 seconds Task 280 for 8 seconds Task 281 for 8 seconds Task 471 for 8 seconds Continued...			

# FUNCTION DECISION RULES

## FUNCTION 118 Prepare Performance Planning Card [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 319 for 8 seconds				
Task 405 for 14 seconds				
Task 404 for 8 seconds				
Task 542 for 8 seconds				
Task 472 for 3 seconds				
Task 257 for 3 seconds				
Task 218 for 7 seconds				
Task 401 for 12 seconds				
Task 406 for 17 seconds				
Task 407 for 17 seconds				
Task 317 for 8 seconds				
Task 318 for 8 seconds				
Task 473 for 3 seconds				
Task 258 for 3 seconds				
Task 134 for 22 seconds				
Continued...				

# FUNCTION DECISION RULES

FUNCTION 118 Prepare Performance Planning Card [Continued]

PILOT				GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
Task 341 for 30 seconds						
Task 342 for 20 seconds						
Task 601 for 10 seconds						
Task 469 for 10 seconds						
Task 470 for 10 seconds						
Standby for .5 second						

# FUNCTION DECISION RULES

## FUNCTION 119 Prepare Weight and Balance Form

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 073 for 120 seconds</p> <p>Task 450 for 80 seconds</p> <p>Task 577 for 150 seconds</p> <p>Task 574 for 80 seconds</p> <p>Task 360 for 150 seconds</p> <p>Task 359 for 80 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 120 Program Doppler

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Program, in sequence, the following tasks (include a .5-second delay between tasks):		
			Task 156 for 1 second		
			Task 157 for 2 seconds		
			Task 156 for 1 second		
			Task 150 for 18 seconds		
			Task 156 for 1 second		
			Task 152 for 2 seconds		
			Task 147 for 5 seconds		
			Task 153 for 1 second		
			Task 153 for 1 second		
			Task 158 for 10 seconds		
			Task 153 for 1 second		
			Task 154 for 10 seconds		
			Continued...		

# FUNCTION DECISION RULES

## FUNCTION 120 Program Doppler [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			Task 149 for 1 second Task 152 for 2 seconds Task 147 for 5 seconds Task 153 for 1 second Task 153 for 1 second Task 159 for 8 seconds Task 153 for 1 second Task 619 for 12 seconds Task 149 for 1 second Task 249 for 5 seconds Standby .5 second	

# FUNCTION DECISION RULES

## FUNCTION 121 Program Transponder

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 672 for 2 seconds</p> <p>Task 673 for 5 seconds</p> <p>Task 674 for 10 seconds</p> <p>Task 682 for .5 second</p> <p>Task 683 for .5 second</p> <p>Task 681 for .5 second</p> <p>Task 656 for 1 second</p> <p>Task 672 for 2 seconds</p> <p>Task 665 for 2 seconds</p> <p>Task 664 for 1 second</p> <p>Task 667 for 2 seconds</p> <p>Task 666 for 1 second</p> <p>Continued...</p>				

# FUNCTION DECISION RULES

## FUNCTION 121 Program Transponder [Continued]

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 669 for 2 seconds				
Task 668 for 1 second				
Task 671 for 2 seconds				
Task 670 for 1 second				
Task 656 for 1 second				
Task 665 for 2 seconds				
Task 664 for 1 second				
Task 667 for 2 seconds				
Task 666 for 1 second				
Task 669 for 2 seconds				
Task 668 for 1 second				
Task 671 for 2 seconds				
Task 670 for 1 second				
Task 656 for 1 second				
Task 665 for 2 seconds				
Continued...				

# FUNCTION DECISION RULES

## FUNCTION 121 Program Transponder (Continued)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 664 for 1 second				
Task 667 for 2 seconds				
Task 665 for 1 second				
Task 669 for 2 seconds				
Task 668 for 1 second				
Task 671 for 2 seconds				
Task 670 for 1 second				
Task 675 for 2 seconds				
Task 664 for 1 second				
Task 666 for 1 second				
Task 668 for 1 second				
Task 670 for 1 second				
Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 122 Receive External Communication (Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 412 for 2 seconds</p> <p>Task 003 for 3 seconds</p> <p>Task 680 for .5 second</p> <p>Task 410 for 10 seconds</p> <p>Task 003 for 3 seconds</p> <p>Task 680 for .5 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

## FUNCTION 123 Receive External Communication (Pilot)

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
Program, in sequence, the following tasks (include a .5-second delay between tasks): Task 412 for 2 seconds Task 003 for 3 seconds Task 680 for .5 second Task 410 for 10 seconds Task 003 for 3 seconds Task 680 for .5 second Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 124 Receive Handover

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 412 for 2 seconds</p> <p>Task 003 for 3 seconds</p> <p>Task 680 for .5 second</p> <p>Task 579 for 12 seconds</p> <p>Task 582 for 5 seconds</p> <p>Task 003 for 3 seconds</p> <p>Task 680 for .5 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 125 Refuel Aircraft

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 396 for 1 second				
Task 573 for 1 second				
Task 455 for 2 seconds				
Task 658 for 1 second				
Task 498 for .5 second		.5 second after Task 498 ends, program Task 561 for 300 seconds.		
.5 second after Task 661 ends, program, in sequence, the following tasks (include a .5 second delay between tasks):				
Task 498 for .5 second				
Task 261 for .5 second				
Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 126 Respond to Threat

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 589 for 2 seconds</p> <p>Task 135 for .5 second</p> <p>.5 second after Task 033, 038, and 299 end, program Task 489 for .5 second.</p> <p>Standby .5 second</p>	<p>.5 second after Task 135 ends, randomly select (.33 probability) Tasks 033, 038, and 299 at 3-second intervals. Continue for 27 seconds.</p>			

# FUNCTION DECISION RULES

## FUNCTION 127 Restart Engine

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 199 for 1 second</p> <p>Task 189 for 8 seconds</p> <p>Task 191 for 10 seconds</p> <p>Task 587 for 10 seconds</p> <p>Task 197 for 3 seconds</p> <p>Task 552 for 5 seconds</p> <p>Task 194 for 4 seconds</p> <p>Task 200 for 4 seconds</p> <p>Task 190 for 4 seconds</p> <p>Task 099 for 4 seconds</p> <p>Task 197 for 3 seconds</p> <p>Task 200 for 4 seconds</p> <p>Continued...</p>				

# FUNCTION DECISION RULES

## FUNCTION 127 Restart Engine [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 190 for 4 seconds				
Task 194 for 4 seconds				
Task 181 for 1 second				
Task 435 for 4 seconds				
Task 099 for 4 seconds				
Standby .5 second				

# FUNCTION DECISION RULES

FUNCTION 128      Secure Aircraft

				GUNNER		
PILOT						
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 365 for 90 seconds</p> <p>Task 590 for 90 seconds</p> <p>Task 283 for 18 seconds</p> <p>Task 021 for 90 seconds</p> <p>Standby .5 second</p>						

# FUNCTION DECISION RULES

## FUNCTION 129 Secure Weapons Systems (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 005 for 1 second</p> <p>Task 539 for 2 seconds</p> <p>Task 564 for 1 second</p> <p>Task 337 for 1 second</p> <p>Task 224 for 1 second</p> <p>Task 514 for 1 second</p> <p>Task 287 for 1 second</p> <p>Task 424 for 1 second</p> <p>Task 373 for 1 second</p> <p>Task 132 for 1 second</p> <p>Task 461 for 1 second</p> <p>Task 014 for 2 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 130 Secure Weapons Systems (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 541 for 1 second</p> <p>Task 009 for 1 second</p> <p>Task 632 for 1 second</p> <p>Task 005 for 1 second</p> <p>Task 465 for 1 second</p> <p>Task 514 for 1 second</p> <p>Task 287 for 1 second</p> <p>Task 424 for 1 second</p> <p>Task 397 for 1 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 131 Select Firing Position

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Standby 8 seconds				
Program, in sequence, the following tasks (include a .5 second delay between tasks):			Program, in sequence, the following tasks (include a .5-second delay between tasks):	
Task 551 for 30 seconds			Task 588 for 2 seconds	
Task 232 for 30 seconds			Task 007 for 2 seconds	
Task 586 for 10 seconds			Task 544 for 1 second	
Task 347 for 20 seconds			Task 544 for 1 second	
Task 164 for 20 seconds			Task 550 for 30 seconds	
Task 072 for 20 seconds			Task 231 for 30 seconds	
Task 126 for 20 seconds			Task 585 for 10 seconds	
Standby .5 second			Task 346 for 20 seconds	
			Task 163 for 20 seconds	
			Task 071 for 20 seconds	
			Task 125 for 20 seconds	
			Standby .5 second	

# FUNCTION DECISION RULES

FUNCTION 132      Select Sensor (DTV)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 535 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 367 for 1 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 133 Select Sensor (DVO)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 536 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 367 for 1 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

## FUNCTION 134 Select Sensor (FLIR)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 536 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 367 for 1 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

## FUNCTION 135 Select Weapon, FFAR (Cooperative)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 514 for 1 second</p> <p>Task 135 for .5 second</p> <p>Task 293 for 1 second</p> <p>Task 518 for .5 second</p> <p>Task 457 for 5 seconds</p> <p>Task 517 for 4 seconds</p> <p>Task 520 for 2 seconds</p> <p>Standby .5 second</p>			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 514 for 1 second</p> <p>Task 451 for .5 second</p> <p>Task 293 for 1 second</p> <p>Task 539 for 2 seconds</p> <p>Standby 11.5 seconds</p>	

# FUNCTION DECISION RULES

## FUNCTION 136 Select Weapon, FFAR (Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (includes a .5-second delay between tasks):</p> <p>Task 458 for 1 second</p> <p>Task 135 for .5 second</p> <p>Task 293 for 1 second</p> <p>Task 516 for 3 seconds</p> <p>Task 292 for 2 seconds</p> <p>Task 520 for 2 seconds</p> <p>Task 457 for 5 seconds</p> <p>Task 517 for 4 seconds</p> <p>Task 518 for .5 second</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

## FUNCTION 137      Select Weapon, Gun (Gunner)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 287 for 1 second</p> <p>Task 451 for .5 second</p> <p>Task 539 for 2 seconds</p> <p>Task 142 for 2 seconds</p> <p>Task 145 for 5 seconds</p> <p>Task 292 for 2 seconds</p> <p>Task 294 for 2 seconds</p> <p>Task 142 for 2 seconds</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 138      Select Weapon, Gun (Gunner, Laser Range)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 287 for 1 second</p> <p>Task 451 for .5 second</p> <p>Task 539 for 2 seconds</p> <p>Task 373 for 1 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 139 Select Weapon, Gun (Pilot)

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 287 for 1 second</p> <p>Task 135 for .5 second</p> <p>Task 516 for 3 seconds</p> <p>Task 292 for 2 seconds</p> <p>Task 294 for 2 seconds</p> <p>Standby .5 second</p>				

# FUNCTION DECISION RULES

FUNCTION 140      Select Weapon, Missile

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 416 for 2 seconds</p> <p>Task 451 for .5 second</p> <p>Task 419 for 1 second</p> <p>Task 612 for .5 second</p> <p>Task 614 for .5 second</p> <p>Task 378 for .5 second</p> <p>Task 380 for .5second</p> <p>Task 562 for 1 second</p> <p>Task 108 for 1 second</p> <p>Task 291 for 1 second</p> <p>Task 290 for 1 second</p> <p>Task 046 for 1 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

FUNCTION 141      Select Weapon, Missile (Remote Designation)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 416 for 2 seconds</p> <p>Task 419 for 1 second</p> <p>Task 451 for .5 second</p> <p>Task 612 for .5 second</p> <p>Task 614 for .5 second</p> <p>Task 378 for .5 second</p> <p>Task 380 for .5 second</p> <p>Task 108 for 1 second</p> <p>Task 046 for 1 second</p> <p>Task 291 for 1 second</p> <p>Task 290 for 1 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 142 Set TADS Internal Boresight (DTV)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 538 for 1 second</p> <p>Task 535 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 322 for 1 second</p> <p>Task 560 for 1 second</p> <p>Task 374 for 1 second</p> <p>Task 461 for 1 second</p> <p>Task 132 for 1 second</p> <p>Task 361 for 1 second</p> <p>Task 086 for 1 second</p> <p>Continued...</p>	<p>.5 second after Task 086 ends, program Task 594 for 30 seconds.</p>

# FUNCTION DECISION RULES

## FUNCTION 142 Set TADS Internal Boreight (DTV) [Continued]

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			.5 second after Task 594 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 086 for 1 second Task 084 for 3 seconds Task 362 for .5 second Task 253 for 1 second Task 361 for 1 second Task 086 for 1 second	
			Continued...	.5 second after Task 086 ends, program Task 594 for 30 seconds.

# FUNCTION 142

Set TADS Internal Bore-sight (DTV) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			.5 second after Task 594 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 084 for 3 seconds Task 086 for 1 second Task 362 for .5 second Standby .5 second		

# FUNCTION DECISION RULES

## FUNCTION 143 Set TADS Internal Boresight (DVO)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 536 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 086 for 1 second</p> <p>Task 161 for 15 seconds</p> <p>Task 086 for 1 second</p> <p>Task 560 for 1 second</p> <p>Task 006 for 2 seconds</p> <p>Task 544 for 1 second</p> <p>Standby .5 second</p>	

# FUNCTION DECISION RULES

## FUNCTION 144 Set TADS Internal Boresight (FLIR)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 536 for 1 second</p> <p>Task 253 for 1 second</p> <p>Task 246 for 4 seconds</p> <p>Task 361 for 1 second</p> <p>Task 247 for 1 second</p> <p>Task 086 for 1 second</p> <p>.5 second after Task 594 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Continued...</p>	.5 second after Task 086 ends, program Task 594 for 30 seconds.

# FUNCTION DECISION RULES

## FUNCTION 144 Set TADS Internal Boresight (FLIR) (Continued)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			Task 084 for 3 seconds Task 086 for 1 second Task 362 for .5 second Task 253 for 1 second Task 361 for 1 second Task 086 for 1 second	.5 second after Task 086 ends, program Task 594 for 30 seconds.
			.5 second after Task 594 ends, program, in sequence, the following tasks (include a .5-second delay between tasks): Task 084 for 3 seconds Task 086 for 1 second Task 362 for .5 second Continued...	

# FUNCTION DECISION RULES

## FUNCTION 144 Set TADS Internal Boresight (FLIR) (Continued)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 132 for 1 second Task 374 for 1 second Standby .5 second		

# FUNCTION DECISION RULES

## FUNCTION 145 Shut Down Engines

DISCRETE (FIXED)	PILOT		GUNNER	
	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 138 for .5 second				
Task 549 for 2 seconds				
Task 622 for 1 second				
Task 486 for 1 second				
Task 302 for 1 second				
Task 537 for .5 second				
Task 479 for 5 seconds				
Task 219 for 1 second				
Task 262 for 1 second				
Task 587 for 4 seconds				
Task 528 for 1 second				
Standby .5 second				

# FUNCTION DECISION RULES

FUNCTION 146 Start APU (Postflight)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 054 for 2 seconds Task 054 for 2 seconds Task 061 for 2 seconds Task 056 for 5 seconds Task 060 for 1 second Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 147 Start APU (Preflight)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):  Task 238 for 2 seconds Task 617 for 2 seconds Task 052 for 5 seconds Task 054 for 2 seconds Task 061 for 2 seconds Task 056 for 5 seconds Task 060 for 1 second Task 274 for 2 seconds Task 277 for 2 seconds Task 279 for 2 seconds Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 148 Start First Engine

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 527 for 1 second</p> <p>Task 184 for 1 second</p> <p>Task 173 for 8 seconds</p> <p>Task 175 for 10 seconds</p> <p>Task 182 for 3 seconds</p> <p>Task 552 for 5 seconds</p> <p>Task 178 for 4 seconds</p> <p>Task 185 for 4 seconds</p> <p>Task 174 for 4 seconds</p> <p>Task 099 for 4 seconds</p> <p>Task 204 for 1 second</p> <p>Task 528 for 1 second</p> <p>Continued...</p>				

# FUNCTION DECISION RULES

## FUNCTION 148 Start First Engine [Continued]

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Task 182 for 3 seconds				
Task 185 for 4 seconds				
Task 174 for 4 seconds				
Task 178 for 4 seconds				
Standby .5 second				

# FUNCTION DECISION RULES

## FUNCTION 149 Start Second Engine

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program, in sequence, the following tasks (include a .5-second delay between tasks):				
Task 199 for 1 second				
Task 189 for 8 seconds				
Task 191 for 10 seconds				
Task 197 for 3 seconds				
Task 552 for 5 seconds				
Task 194 for 4 seconds				
Task 200 for 4 seconds				
Task 190 for 4 seconds				
Task 099 for 4 seconds				
Task 197 for 3 seconds				
Task 200 for 4 seconds				
Task 190 for 4 seconds				
Continued...				

# FUNCTION DECISION RULES

## FUNCTION 149 Start Second Engine [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Task 194 for 4 seconds Task 435 for 4 seconds Task 099 for 4 seconds Standby .5 second					

# FUNCTION DECISION RULES

FUNCTION 150      Track Target (HADSS/Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Program Task 335 for 4 seconds.		Begin Task 583 .5 second after Task 335 ends. Continue for the length of time specified for the segment in which Function 150 occurs.

# FUNCTION DECISION RULES

FUNCTION 151      Track Target (H/DSS/Pilot)

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
Program Task 335 for 4 seconds.		Begin Task 583 .5 second after Task 335 ends. Continue for the length of time specified for the segment in which Function 151 occurs.		

# FUNCTION DECISION RULES

## FUNCTION 152      Track Target (Image Autotracker)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 321 for 1 second</p> <p>Task 323 for 1 second</p> <p>Task 595 for 2 seconds</p> <p>Task 048 for 1 second</p>		<p>Begin Task 594 .5 second after Task 048 ends. Continue for the length of time specified for the segment in which Function 152 occurs.</p>

# FUNCTION DECISION RULES

FUNCTION 153      Track Target (Image Autotracker Offset)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 321 for 1 second</p> <p>Task 323 for 1 second</p> <p>Task 595 for 2 seconds</p> <p>Task 048 for 1 second</p> <p>Task 045 for 1 second</p> <p>Task 320 for 1 second</p> <p>Task 044 for 1 second</p>		<p>Begin Tasks 392 and 594 .5 second after Task 044 ends. Continue for the length of time specified for the segment in which Function 153 occurs</p>

# FUNCTION DECISION RULES

## FUNCTION 154      Track Target (Manual)

PILOT		GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	DISCRETE (FIXED)	DISCRETE (RANDOM)
		<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 364 for 1 second</p> <p>Task 042 for 1 second</p>	<p>Begin Task 510 .5 second after Task 042 ends. Continue for the length of time specified for the segment in which Function 154 occurs.</p>

# FUNCTION DECISION RULES

## FUNCTION 155 Transm1 Message (Attack Coordination)

PILOT			GUNNER	
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 413 for 3 seconds</p> <p>Task 680 for .5 second</p> <p>Task 002 for 2 seconds</p> <p>Task 411 for 10 seconds</p> <p>Task 680 for .5 second</p> <p>Task 002 for 2 seconds</p> <p>Standby .5 second</p>	

# FUNCTION: DECISION RULES

## FUNCTION 156 Unmask Aircraft

PILOT		GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)
<p>Program Task 037 for 5 seconds.</p> <p>9.5 seconds after the function begins, program Task 019 for 3 seconds.</p> <p>Standby .5 second</p>	<p>When Task 037 ends, randomly select (.25 probability) Tasks 160, 305, 439, and 640 at .5-second intervals. Continue for 4.5 seconds.</p>			

# FUNCTION DECISION RULES

## FUNCTION 157      Update Doppler (Landmark)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
21.5 seconds after the segment begins, program Task 663 for 1 second.			Program, in sequence, the following tasks (include a .5-second delay between tasks):		
			Task 147 for 5 seconds		
Standby 4 seconds		.5 second after Task 663 ends, program Task 020 for 240 seconds.	Task 152 for 2 seconds		
			Task 153 for 1 second		
			Task 619 for 12 seconds		
			Standby 216.5 seconds		
			When Task 020 ends, program, in sequence, the following tasks (include a .5-second delay between tasks):		
			Continued...		

# FUNCTION DECISION RULES

FUNCTION 157      Update Doppler (Landmarks) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Task 149 for 1 second Task 152 for 2 seconds Standby .5 second		

# FUNCTION DECISION RULES

## FUNCTION 158 Update Doppler (Stored Destination)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 152 for 2 seconds</p> <p>Task 394 for 4 seconds</p> <p>Task 025 for 40 seconds</p> <p>Task 153 for 1 second</p> <p>Task 149 for 1 second</p> <p>Standby .5 second</p>		

# FUNCTION DECISION RULES

FUNCTION 159      Verify Remote Lock-On

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			<p>Program, in sequence, the following tasks (include a .5-second delay between tasks):</p> <p>Task 046 for 1 second</p> <p>Task 298 for 1 second</p> <p>Standby .5 second</p>		